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ACE COMBAT 5

THE UNSUNG WAR

OFFICIAL STRATEGY GUIDE

By Doug Walsh and Phillip Marcus

This game has received the following rating from the ESRB:

T

TEEN

ESRB

COVERS PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM.

ACE COMBAT 5™
THE UNSUNG WAR
OFFICIAL STRATEGY GUIDE

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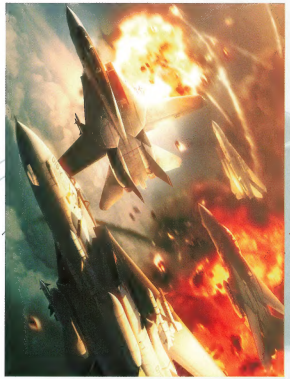
INTRODUCTION

Welcome to the *unfriendly* skies. *Ace Combat 5: The Unsung War* drops you into a fictional world, where an escalating conflict between the nations of Yuktobania and your home of Osea result in an extended war. Over the course of this war, you and the rest of your Sand Island squadron fly just about every modern combat aircraft in existence (and even a few that don't).



Ace Combat 5: The Unsung War is not a strict flight simulator—rather, it is an action game in the skies. Going up against 50-to-1 odds shouldn't dampen your spirits! You and your team are armed with a vast array of special weapons that resemble real life aircraft weaponry. You also pack a missile arsenal large enough to knock amazing numbers of enemy aircraft out of the sky.

You'll have the opportunity to fly a wide array of missions in combat. Land, sea, and air missions, escort missions, offensive strikes, dogfights in midair, scrambled runs off the runway while under attack, midair refueling, air to sea bombardments on submarines, army escorts through hostile enemy terrain, and search-and-rescue are just a few of the encounters you'll face during the campaign.

Dig through this guide for the information you need to make your way. **Flight School** is a great place to go if you're new to this type of game, or if you're looking for some information on how the basic mechanics of flight operate. **Aircraft & Weaponry** has technical breakdowns of all the aircraft you'll have access to, and the primary **Flythrough** gives you a mission-by-mission guide to the entire campaign. Finally, check the **Secrets** chapter for a quick look at how to pick up those shiny medals.

CHARACTERS

Captain Jack Bartlett

The original CO of Wardog Squadron and your instructor for your first few missions, Captain Bartlett tends to care more about his squadron than he does about following the rules.

Alvin "Chopper" Davenport

Chopper is easy going (a bit too much for his superiors occasionally), loud, boisterous, and quite a good pilot. He's friendly and faithful to his squad mates, though his radio chatter may drive you up the wall occasionally...

Kei "Edge" Nagase

Edge is the most quiet and introspective of the bunch. When not flying missions, she can often be found in the pilot lounge scribbling in her diary or musing over the events of the war while reading a book. Kei is probably bothered more by the unfolding events of the war than anyone else in Wardog squadron.

Hans "Archer" Grimm

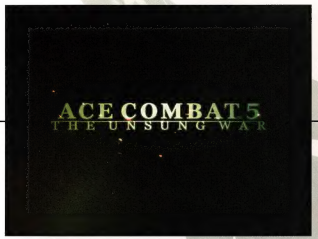
Archer is the certified newbie of the bunch. With no combat experience when he joins Wardog squadron, his training takes place in the heat of combat. He rarely comments in flight, preferring to leave the chatter to the more experienced members of the squad.

"Blaze"

Known only by your callsign, Blaze, you eventually take full command of Wardog squadron. Your squadron rallies behind your leadership, and you're frequently the target of their in-flight questions—some serious, some silly. The burden of completing each mission rests squarely on your shoulders, as the rest of Wardog follows your lead in every assignment.

FLIGHT SCHOOL

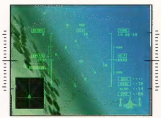
Welcome, pilot! Mastery of your aircraft is the most important skill you can have in *Ace Combat 5: The Unsung War*. How well you control your plane will determine how difficult each of your missions will be. A handful of useful advice can save you a lot of frustration down the road. Read and learn!



In-Flight Handling

Ace Combat 5: The Unsung War isn't so much a heavy-duty simulation as an air combat action game, so most of the really mundane flight details take care of themselves. You only need to worry about the fun and interesting bits—such as not slamming into the ground at several hundred miles per hour.

The most basic elements of controlling your plane start with understanding the controls and your HUD.



CONTROLLING YOUR CRAFT

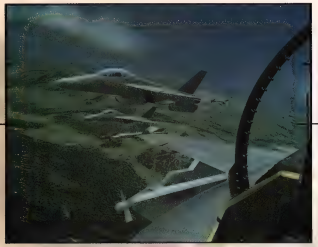
Climbing and diving, as well as rolling, are handled with the Left Analog Stick. Press forward to dive, pull back to climb. Tilt left or right to roll the plane onto its side. You can change the way the Y-axis responds in the options if you don't find pulling back to climb comfortable.

The first top two flaps (R1 and L1) control your speed. Both are touch sensitive. Depress L1 firmly to slow considerably, press it lightly to slow gently. Pressing R1 will speed up your craft to its maximum cruising velocity. Depress it fully to activate your Afterburners, useful for traveling vast distances more quickly.

The rear flaps (R2 and L2) control your aircraft yaw, or lateral movement. Holding R2 will yaw your craft to the right, holding L2 will yaw to the left. Yaw controls are very useful for making fine adjustments to your flight path, particularly while utilizing your guns in flight, or while strafing ground targets.

VIEW CONTROLS

The Right Analog Stick allows you to look around outside your cockpit. This is mostly useful when you are in a tight dogfight and you need to see where your target is flying relative to you. Be very careful with this control if you aren't familiar with it while flying at low altitudes. The analog stick is very sensitive for this control, and too much pressure will result in rapid and disorienting view shifts.



AIR SPEED

Manage your speed carefully in combat. When you need to break from a tight turning contest in a dogfight, punch the afterburners and fly out in a long arc, then hit the brakes and turn sharply to reacquire your target. Use the brakes for sharp turns and slow approaches on ground targets for strafing runs. Accelerate for pursuit, speedy travel, and rapid evasive action.

Stalling

Stalling occurs when your craft loses too much speed (or during a turn, too much lift sustaining airflow over the wings) to maintain altitude, and begins to freefall—not a good thing! Unless you habitually fly extremely slow, this shouldn't happen often, but watch out for making extremely slow, long turns, particularly while you are low over the ground.

CAMERA CONTROL

Pressing R3 swaps between internal cockpit-less, internal cockpit, and external views. Choose the view with which you're most comfortable or looks the coolest to you. Using the cockpit will obstruct your view slightly but will add a sense of realism. While using third person view does give you a somewhat larger view of the area, you lose fine control of your craft.

TARGETING

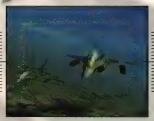
The Triangle button controls target switching. This is important. Your target swap prioritizes target selection based on two things: which target is closest to your reticle, and whether or not it is a primary mission target. If it is, it will be selected in preference over other targets in the area. A selected target will flash on your HUD, and has a solid targeting arrow if it is off-screen (your wingmen have small, solid arrows pointing to them, so your target is easy to spot). The length of the arrow shows how far off screen the target is.

Target Watch

You can observe your selected target on your radar as well as onscreen. The target flashes on your radar as well as onscreen. This is useful for figuring out where a mission target or hostile fighter is in relation to you.

Mission targets are highlighted with a circle around them on the radar. They also display TGT on the main HUD. By and large, you want to destroy these before other targets in almost every mission.

You can also tell how damaged a target is by its color on your radar. Yellow targets are slightly damaged, orange seriously, and red severely. Most orange or red targets (unless they are extremely tough) will fall to one additional weapon hit.



RADAR

The Square button controls your radar mini map. Depressing the button enlarges the radar. The button is analog, so depressing it fully zooms the radar to maximum size. This is extremely useful in just about every mission. You can tell how far away regular and primary mission targets are, where your wingmen are, and where enemy fighters are in the nearby airspace. Keep an eye on this in combat. And when you're cruising from place to place, periodically do a radar scan by zooming it out.

WEAPONRY

The X button controls your guns. Your guns are effective only within 2600 feet of a target. You will see an aiming reticle appear on your HUD when you are within gun range. Around the rim of this reticle is a meter that shrinks as you get closer to the target. You must use this reticle to aim at moving targets, or the combination of your movement and theirs will result in a lot of bullet spray, but no actual hits. Your guns are moderately useful in air combat (difficult to use, though somewhat effective), but they really shine for anti-ground and against slow-moving aerial targets.

Finally, the Circle button controls both your missiles and your special weapons. Switch between the two by pressing Select. Your missiles are your primary weapons on every mission in the game. Learning to use them well will make every sortie easier. You can hold the button after firing a missile to activate a missile camera. This isn't something you want to do in the middle of a difficult mission, but it does look cool!

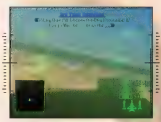
HUD READOUT

Your HUD provides a bundle of useful information. Across the top is your current heading, denoted in both degrees and cardinal directions. You can use this to get your bearings when flying toward specific mission objectives.

On the left is your speed indicator, represented both in a digital display, and an analog indicator of your current throttle position. When you are not manually controlling your throttle, your plane flies at a nominal combat speed.

On the right is your altimeter. This is an extremely important readout on missions where visibility is impaired due to darkness or weather conditions. Pay careful attention to your altitude when dogfighting! If you are relatively close to the ground (under 3000 feet), avoid performing steep diving maneuvers, or a sudden shift in topography could result in a messy accident. The altimeter doesn't take into account all of the terrain shifts, so cruising at a 'safe' altitude in hilly terrain may not be so safe.

The upper left shows your current score, and the upper right the current mission time remaining. The time is mostly just for reference. Missions that have multiple stages will usually reset the timer, giving you ample time to complete the mission. The score indicator shows destroyed targets briefly below the score, which can be handy when bombing ground targets, as it acts as verification for specific target destruction when multiple targets are in the area of your bombing run.



The lower left contains your radar. This is an extremely important tool, and you'll reference it constantly. Your wingmen show up as green triangles. Enemy forces are white, and friendly forces are blue. Keep an eye on this at all times when searching for new targets or assessing threats from the area.

The bottom right has your ammo readout and damage display, as well as the reload indicators for your missiles or special weapons. A box surrounds the missile or special weapon that is currently selected. Your damage is shown as a percentage. You can only take a few missile hits before your craft is destroyed, regardless of which plane you are flying. At the very bottom of the display is a silhouette of your plane, bracketed by images of your missiles or selected special weapons. When you fire either weapon, the images fade and slowly refill. When they are fully refilled, you can fire your weapons again. Note that these timers are independent—you can fire two missiles, then switch to a special weapon and fire it as well.

Wingman Command

The D-pad takes care of issuing commands to your wingmen. Press Up to issue an Attack order, Left to issue a Disperse order, Down to issue a Cover order, and Right to allow your wingmen to use Special Weapons in any formation.

Wingmen on Attack formation will prioritize targets that you are focusing on. This is useful if the mission goal involves destroying a specific set of targets in an area. You can also control this by carefully setting up the squadron aircraft selection—if only one area in the mission has ground targets, and you have one of your wingmen take a plane outfitted with anti-ground weapons, you can be assured that the wingman will use his or her special weapon stock on the ground targets when you issue this command.

Wingmen on Disperse formation break formation and engage targets at will. This is useful when there are many hostile targets in the area, but no single specific target to concentrate on. This is also a useful formation to take some heat off you while you concentrate on a mission objective in an area. Be careful of using this formation with Special Weapons enabled, as your wingmen will use them up fairly quickly.

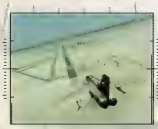
Wingmen on Cover formation actively engage any targets that are threatening you. This is very useful on quite a few missions, but you shouldn't leave your wingmen on Cover all of the time. Set them on Cover before you make an attack run on a specific target, then return them to Disperse or Attack once the short-term goal has been accomplished. You want to exploit your wingmen's firepower, and if they are watching your back for the entire mission, they won't inflict as much damage to enemy forces (unless you're a bit of a glory hog and you want all the kills).

Choosing when to enable Special Weapons varies based on the mission. For some, you'll want to save them until later in the mission to ensure that your wingmen have ammo left. On others, you can enable them immediately at the start of the mission, as you will be busy dealing with other mission goals. A good rule of thumb is to save special weapons for mission targets, and have them locked up when engaging additional targets for extra points.

Takeoff and Landing

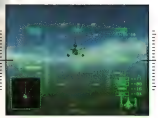
Both takeoffs and landings are easy to accomplish. For takeoffs, all you need to do is accelerate with your afterburners to a bit over 100mph, then pull back on the yoke to lift off. Climb a bit, and the mission you are flying will begin. This is worth doing, as you earn bonus points for landings.

Landings are slightly more difficult, but still manageable with a bit of practice. When you begin a landing sequence, a pair of lines form a cross on your HUD—you need to line this cross up so that it's centered, and then come in slow to the landing strip with your nose up. The cross shows you the proper angle and approach vector to hit the runway smoothly. Make sure you control your speed on the approach. All landings are timed, so you'll want to hit the burners to close with the landing zone swiftly, but once in the vicinity and descending, cut your speed—overshooting the target will likely cost you the landing. Slow your speed and keep lined up with the runway or carrier deck, gently descend toward the landing strip, and pull up your nose slightly just as you touch down.



Midair Refueling

Midair refueling occurs at the start of two missions located far from friendly bases. As with the takeoffs and landings, you can skip the refueling if you'd like, but you'll always get bonus points for completing it successfully.



A pair of diamonds covers the center of your HUD. Line up the smaller inner diamond with the outer, and then accelerate toward the tanker. You just need to get close enough for the hose to connect to your fuel spout. Then hold your position and the refueling will take place automatically. You will be prompted via radio to accelerate, decelerate, and hold your position when you are close enough. Listen to the queues and you shouldn't have any problems.

Dogfighting

On almost every mission in the game, you will be up against enemy aircraft. Some will be fighters directly threatening you and your wingmen, others will be bombers sent to destroy a target that you must escort or protect. In all cases, decent dogfighting skills will allow you to eliminate them with a minimum of ammo expenditure and low risk to yourself.

The most basic and obvious tactics of air combat apply here—maintain altitude above your foes, stay on their rear, and don't allow enemies to sit on your tail with a radar lock.

To evade enemies, use sharp turns, your afterburners, and steep climbs and dives combined with sudden turns to throw them off. Most enemies tend to be fixated or distracted by other targets, so unless they are targeting you specifically, you can also simply fly away from a dogfight in progress at high speed and loop around for a clean returning attack run.

Evading enemy missiles is a matter of performing sharp enough turns or rapid changes of location using your afterburners to defeat the missile's guidance systems. In most cases, a simple 180-degree turn (either banking or vertically) will defeat a regular missile. Changes of altitude near the ground when terrain is rough can also shield you from incoming fire.

On the offense, you will usually use your missiles to destroy enemy targets. Two missile hits is enough to down all but the toughest enemy aircraft. To score these two hits, you need a clean shot at your target. Trying to score a hit while your target is flying erratically, or rapidly relative to your position will generally result in a miss.

Two situations will frequently result in direct hits. Most new enemy aircraft arriving in a mission will be flying straight toward your squadron. If you can intercept them before they begin evasive maneuvers, you can often score a quick kill or two by launching at the outer edge of missile range. The rest of the time, you'll want to get behind your target, ideally at an angle where your target is flying along a similar path. This will usually result in direct hits.

The rest of the time, you will usually be mixed up in a mess of friendly and enemy fighters frantically turning in midair. In these cases, use your ability to look around outside your cockpit to spot targets that are off-screen when viewing your HUD directly. If you realize that a target is moving too sharply relative to you to catch quickly, change targets! There are generally so many enemy aircraft in the air that at least one will be flying in such a way that you can quickly get on its tail and open fire.

In instances where you need to destroy a specific air target (usually a mission objective), make deliberate attack runs, followed by a burst of speed to get distance, and then a sharp turn to come around for another pass. On slower-moving aircraft, or when you manage to close on a parallel line at a similar speed, make use of your guns to score a kill. Trying to destroy a target from full health with your guns is usually a waste of mission time, but damaged targets tend to go down quickly against bursts of gunfire.

Anti-air special weapons come in handy, but they are universally low on ammo, so save them for mission targets, or enemies that just won't get off your tail.

Ground Attack

Ground assault missions are very common, so being comfortable with fighting near the ground is an important skill to acquire. The single most important point about low altitude flight is don't get greedy. You can always make another attack run. Don't hover at 150 feet off the ground trying to score a last few gun hits on a ground target. It isn't worth wasting an entire mission's worth of effort to get that one kill on an AA gun.

Take full advantage of your anti-ground weapons if you have them equipped. Most explosive anti-ground special weapons can destroy two or more targets in a single shot, saving your missiles for other targets.

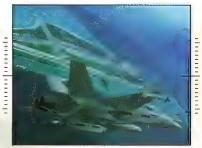
In instances where you don't have (or don't want to use) anti-ground special weapons, your missiles will work fine. As a general rule, tanks and hardened structures (usually bunkers, pillboxes and the like) take two missile hits to destroy. Most other targets take one. You can conserve your missile ammunition by scoring one hit, then swooping overhead, strafing the target with guns to destroy it.

When making combination missile and gun attack runs, come in low and shallow to give yourself plenty of time to hit nearby targets with gunfire. Use your yaw controls to gently adjust your plane's angle of attack. Start firing your guns early to eyeball the path the bullets take, hold on the target while braking, and then pull up and accelerate to shoot past the target. While you are flying in to use your guns, continuously switch targets and fire missiles at 'soft' single-shot targets. You can score multiple kills in a single run using this method, and it conserves a decent number of missiles by using your guns aggressively.

Anti-Ship Combat

Anti-ship combat is very similar to anti-ground attacks, but it's a bit easier. For one, you usually don't have terrain to deal with—oceans being, well, flat and all. In a few cases, you'll be hitting waterborne targets in rivers over rough terrain, but most serious naval engagements occur over the open sea. In these cases, you are quite exposed to enemy AA and SAM fire, but the enemy is equally exposed to your assault runs.

Gun passes are even easier to perform on the ocean, so if the area is full of targets, conserve your missiles by firing single shots and following up with a strafing gun pass to destroy your target. As with ground missions, don't press your luck. If you don't destroy your target with guns early in the pass, pull up; don't try to stick with it and smash into the waves.



If you are using a ship equipped with LASMs, your job is made even easier. One shot will wipe out almost any naval target. Make long runs from above the ships, fire, and quickly switch targets to fire again. You can wipe out vast numbers of enemy ships in this way.

Escort and Protection

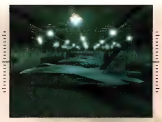
Numerous missions call for you to defend a specific target, or escort a target through a hostile area. In both cases, this is your number one priority. Don't go off joyriding to score a kill. Stick to your mission defense target like glue.

Attempt to clear the area around your target, and then check your radar for incoming hostiles. Intercept them early, before they can get close enough to cause any damage, then return to your target and perform sweeping passes overhead while you watch your radar for new threats.

Despite any radio chatter you may hear (some of it quite demanding and strident), you can safely ignore it if you have been wiping out any major incoming threats. Additionally, most of the targets you must protect throughout the campaign can take care of themselves even if you're busy up in the sky. A minute or two alone generally won't result in the destruction of your target or mission failure. Just be sure to deal with any threats to your target if you spot them coming.

Aircraft Acquisition

As you progress through the campaign, you earn cash that can be used to purchase new planes. To unlock new planes to buy, all you need to do is fly in any planes you have available. All points earned during a mission in a plane by you or your wingmen go toward filling the experience meter. You can see this in your hangar, just below the codename of the plane. When the meter is filled, the next plane in a line of aircraft is unlocked. For example, to unlock the F-16 variants, all you need to do is fly in the F-16. Once enough 'upper level' planes have been opened up, aircraft that are farther down the tree will be opened up. Generally, planes that are farther down the list are more expensive and more powerful, though this is not always true.



Aircraft Selection

The aircraft recommendations for your squadron in each campaign mission are general guidelines based on the enemy forces in the mission. And, in the case of missions where you must fly a second sortie immediately, they also take into account the second set of mission parameters. You are free to choose any aircraft you want. An all-ground force can complete an all-air mission, but following the recommendations will usually make it easier.

In most cases, you'll want to set the entire squadron to focus on the mission objective. But because you (as the player) are far more effective than your wingmen, your personal weapon load-out is usually more important than theirs. Assuming you aren't flying a specific plane just to unlock new aircraft, always fly with the plane and the special weapon you are most comfortable using.

Special Weaponry

ANTI-AIR

QAAM
SAAM
XMAA
XLAA

Anti-air weaponry tends to make short work of enemy planes. The ammo restrictions are tough however, so save your anti-air weapons for situations where you need to take out many enemy aircraft quickly.

Of the four options, the QAAM is the best for dogfighting. Think of it is a regular missile with vastly increased damage and maneuverability. Most planes will be taken out in one shot, and as long as you aren't firing while making a head-on pass at extreme speeds, it will almost always hit.

The SAAM is a single-target, long-range weapon. It is very ineffective in dogfights, as you must keep the target within a targeting circle to maintain the lock. To make up for this deficiency, at long range the SAAM will almost always result in a kill.

The XMAA and XLAA are two versions of the same missile system. Both can launch up to four missiles simultaneously. The XLAA has slightly longer range. Both are excellent for destroying many targets at once before closing to engage at short range. However, ammo supplies are limited, and they are somewhat ineffective at close range.

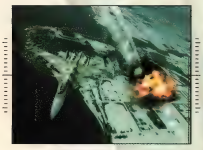
ANTI-GROUND

Unguided

UGB
UGBL
RCL
NPB
FAEB
BDSP
SFFS

By and large, unguided anti-ground weaponry is the most destructive, but the hardest to use on moving targets. And it's inefficient on single ground targets. For clustered, stationary targets, unguided anti-ground weapons are superb.

Even a single unguided ground bomb can destroy many targets at once, and the more advanced weapons (including the NPB, FAEB, BDSP, and SFFS) can devastate an entire enemy installation if carefully targeted.

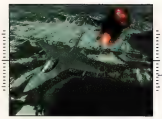


Maintaining even a 2:1 kill ratio (two targets destroyed per one weapon deployed) with these weapons will stretch your ammo reserves significantly, saving your missiles for hostile air targets.

Guided

LAGM
XAGM
GPB
SOD

Guided ground weaponry is excellent for missions with specific ground targets that need to be destroyed (or temporarily suppressed in the case of pillboxes and bunkers). The SOD is a slight exception, as it locks on and then glides over the target, dispensing sub-munitions. The other three weapons all lock on and impact the target directly.

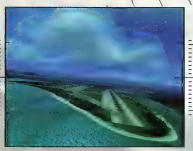


For missions with smaller numbers of mission-critical ground targets, these weapons are excellent, but with the exception of the SOD, they should not be your weapon of choice on missions with numerous ground targets.

ANTI-SHIP

LASM

The only dedicated anti-ship weapon, the LASM does a fine job. A single LASM hit can take out all but the absolute strongest sea targets. Not only that, they can also be launched from long range, allowing you to perform a long attack run across an enemy fleet and destroy many targets in a single pass.



SPECIAL

ECMP

The electronic counter measure 'special weapon' is primarily a tool for a wingman. As the player, you'll do more damage more effectively by using special weapons, rather than using the ECMP on your own plane and relying on your wingmen to deal damage. However, as most missiles can be evaded fairly easily with simple air maneuvers, you may want to skip the ECMP in favor of more offensive firepower.

AIRCRAFT & WEAPONRY

F-5E Tiger II

FIGHTER

Summary

Low-cost, lightweight tactical fighter with respectable capability in all areas. Easy to fly and maintain, the "Tiger II" is employed in air forces around the globe.

Special Weapon

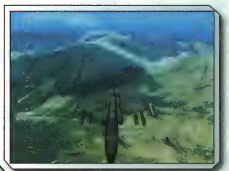
Unguided Bomb (UGB)

A small free-fall bomb that inflicts damage to ground targets close to the impact area.

Cost

8,100

AIRCRAFT SPECS	
Capability	Rating
Speed	62
Mobility	32
Stability	60
Defense	43
Air to Air	22
Air to Ground	47
PAYLOAD	
Weapon	Capacity
Missile	52
UGB	12



F-20A Tigershark

FIGHTER

Summary

Known as the "Tigershark," this aircraft is the successor to the F-5E. Its single-engine design provides a 60% increase in thrust.

Special Weapon

Semi-Active Air-to-Air Missile (SAAM)

Air-to-air missile with high accuracy and long range. Once fired, the target must be kept inside the missile's steering circle.

Cost

11,900

AIRCRAFT SPECS	
Capability	Rating
Speed	73
Mobility	43
Stability	60
Defense	46
Air to Air	60
Air to Ground	25
PAYLOAD	
Weapon	Capacity
Missile	60
SAAM	10

X-29A

FIGHTER

Summary

The forward-swept wings of this aircraft allow for exceptional turning ability. An advanced fly-by-wire system is employed to overcome instabilities caused by this design.

Special Weapon

Quick Maneuver Air-to-Air Missile (QAAM)

The missile's advanced guidance system can even lock onto a target at your six o'clock.

Cost

17,100

AIRCRAFT SPECS	
Capability	Rating
Speed	73
Mobility	71
Stability	47
Defense	49
Air to Air	76
Air to Ground	40
PAYLOAD	
Weapon	Capacity
Missile	60
QAAM	10

MiG-21bis Fishbed

FIGHTER

Summary

A small, single-engine fighter, codenamed "Fishbed." While its electronics and weapons capability are outdated, it makes up for it with high maneuverability and low cost.

Special Weapon

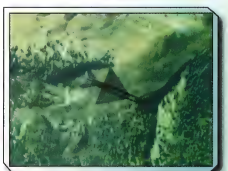
Rocket Launcher (RCL)

This weapon launches multiple unguided rocket-propelled missiles that explode on contact, damaging nearby targets.

Cost

7,600

AIRCRAFT SPECS	
Capability	Rating
Speed	73
Mobility	35
Stability	29
Defense	42
Air to Air	22
Air to Ground	47
PAYLOAD	
Weapon	Capacity
Missile	56
RCL	8



MiG-21-93

FIGHTER

Summary

A modernized version of the MiG-21bis, with updated radar and weapons control systems. Its appearance is unchanged, but internally this aircraft has been completely revamped.

Special Weapon

Quick Maneuver Air-to-Air Missile (QAAM)

This missile's advanced guidance system can even lock onto a target at your six o'clock.

Cost

19,200

AIRCRAFT SPECS	
Capability	Rating
Speed	73
Mobility	74
Stability	59
Defense	63
Air to Air	82
Air to Ground	66
PAYLOAD	
Weapon	Capacity
Missile	72
QAAM	12

F-4E Phantom II

FIGHTER

Summary

Large fighter aircraft known as the "Phantom II." Although its design is outdated, its massive payload and superior range make it effective in both aerial and ground combat.

Special Weapon

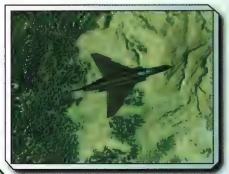
Napalm Bomb (NPB)

An unguided free-fall bomb that releases and ignites flammable material, damaging targets in a long strip of ground along its direction of travel.

Cost

10,500

AIRCRAFT SPECS	
Capability	Rating
Speed	63
Mobility	32
Stability	46
Defense	56
Air to Air	25
Air to Ground	58
PAYLOAD	
Weapon	Capacity
Missile	62
NPB	10



F-4G Phantom II Wild Weasel

ATTACKER

Summary

Known as the "Phantom II Wild Weasel," this attack aircraft is a modified version of the F-4E. It was designed to suppress enemy air defense networks by long-range ground attacks.

Special Weapon

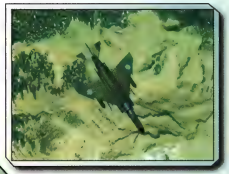
Long-Range Air-to-Ground Missile (LAGM)

An air-to-surface missile with a very long range and wide radius of damage.

Cost

12,500

AIRCRAFT SPECS	
Capability	Rating
Speed	63
Mobility	25
Stability	55
Defense	68
Air to Air	17
Air to Ground	67
PAYLOAD	
Weapon	Capacity
Missile	64
LAGM	16



F-4X
FIGHTER

Summary

Advanced F-4E derivative originally developed as a reconnaissance craft. It was quickly deployed as an air superiority fighter after engine enhancements resulted in 150% thrust increase.

Special Weapon

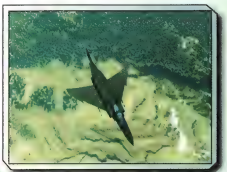
Advanced Medium-Range Air-to-Air Missile (XMAA)

Air-to-air missile with long range that can be fired at up to four air targets simultaneously.

Cost

16,900

AIRCRAFT SPECS	
Capability	Rating
Speed	83
Mobility	54
Stability	61
Defense	69
Air to Air	73
Air to Ground	37
PAYLOAD	
Weapon	Capacity
Missile	70
XMAA	10



A-6E Intruder
ATTACKER

Summary

Carrier-based attack aircraft known as the "Intruder." True to its name, this plane excels at infiltrating enemy territory at low altitudes to strike its targets.

Special Weapon

Unguided Bomb Large (UGBL)

A large free-fall bomb that inflicts extensive damage to ground targets within a wide radius of the impact point.

Cost

11,000

AIRCRAFT SPECS	
Capability	Rating
Speed	44
Mobility	25
Stability	51
Defense	68
Air to Air	15
Air to Ground	61
PAYLOAD	
Weapon	Capacity
Missile	60
UGBL	10

EA-6B Prowler

JAMMER

Summary

This carrier-based electronic warfare aircraft is a variant of the A-6E. Known as the "Prowler," this plane provides active radar jamming support to protect its allies from enemy fire.

Special Weapon

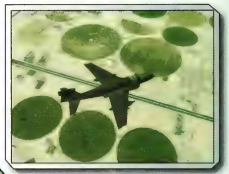
Electronic Countermeasure Pod (ECMP)

This defensive weapon uses radar jamming to temporarily lower the targeting capabilities of enemies within the effective range.

Cost

15,200

AIRCRAFT SPECS	
Capability	Rating
Speed	49
Mobility	54
Stability	60
Defense	60
Air to Air	50
Air to Ground	55
PAYLOAD	
Weapon	Capacity
Missile	66
ECMP	1



F-16C Fighting Falcon

FIGHTER

Summary

Also known as the "Fighting Falcon." Small and lightweight, this aircraft is a well-balanced fighting machine for air-to-air and air-to-ground combat.

Special Weapon

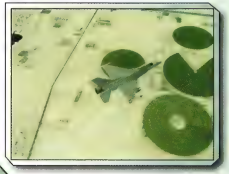
Unguided Bomb (UGB)

A small free-fall bomb that inflicts damage to ground targets close to the impact area.

Cost

12,000

AIRCRAFT SPECS	
Capability	Rating
Speed	73
Mobility	41
Stability	46
Defense	44
Air to Air	30
Air to Ground	55
PAYLOAD	
Weapon	Capacity
Missile	60
UGB	14



F-16C Block60

FIGHTER

Summary

This lightweight fighter is a modified F-16C. It has an improved radar system and a conformal fuel tank, which enables extended range without increased drag, for better overall performance.

Special Weapon

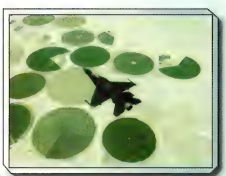
Advanced Medium-Range Air-to-Air Missile (XMAA)

Air-to-air missile with long range that can be fired at up to four air targets simultaneously.

Cost

18,100

AIRCRAFT SPECS	
Capability	Rating
Speed	73
Mobility	65
Stability	60
Defense	49
Air to Air	76
Air to Ground	40
PAYLOAD	
Weapon	Capacity
Missile	68
UGB	12



F-16XL

ATTACKER

Summary

This modified F-16 features a double delta wing for better acceleration and maneuverability at low speeds. Its increased wing area allows for greater weapons payload, ideal for ground attacks.

Special Weapon

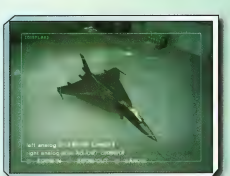
Long-Range Air-to-Ground Missile (LAGM)

An air-to-surface missile with a very long range and wide radius of damage.

Cost

18,300

AIRCRAFT SPECS	
Capability	Rating
Speed	66
Mobility	52
Stability	64
Defense	61
Air to Air	34
Air to Ground	83
PAYLOAD	
Weapon	Capacity
Missile	68
LAGM	68



F-2A
ATTACKER

Summary

An F-16 variant developed through an international collaboration. While its design is optimized for air-to-ground and air-to-ship combat, the F-2A is also an effective air superiority fighter.

Special Weapon

Long-Range Air-to-Surface Missile (LASM)

An air-to-surface missile with high power and extremely long range. Especially effective when used in anti-ship attacks.

Cost

19,500

AIRCRAFT SPECS	
Capability	Rating
Speed	63
Mobility	55
Stability	70
Defense	62
Air to Air	40
Air to Ground	83
PAYLOAD	
Weapon	Capacity
Missile	72
LASM	12

F/A-18C Hornet
MULTIROLE

Summary

Due to the limited amount of planes an aircraft carrier can hold, the carrier-based "Hornet" was designed as a Multirole aircraft to handle both ground and air combat missions.

Special Weapon

Long-Range Air-to-Surface Missile (LASM)

An air-to-surface missile with high power and extremely long range. Especially effective when used in anti-ship attacks.

Cost

13,100

AIRCRAFT SPECS	
Capability	Rating
Speed	68
Mobility	44
Stability	53
Defense	57
Air to Air	27
Air to Ground	62
PAYLOAD	
Weapon	Capacity
Missile	64
LASM	16

F/A-18E Super Hornet

MULTIROLE

Summary

Modified version of the F/A-18C "Hornet" Multirole aircraft. Increased engine power and other upgrades have enhanced its mission capability, hence its nickname "Super Hornet."

Special Weapon

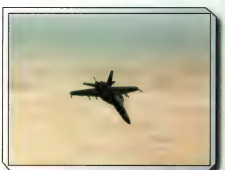
Advanced Medium-Range Air-to-Air Missile (XMAA)

Air-to-air missile with long range that can be fired at up to four air targets simultaneously.

Cost

16,900

AIRCRAFT SPECS	
Capability	Rating
Speed	78
Mobility	58
Stability	63
Defense	61
Air to Air	68
Air to Ground	42
PAYLOAD	
Weapon	Capacity
Missile	68
XMAA	12



EA-18G

JAMMER

Summary

This carrier-based electronic warfare aircraft is a modified version of the F/A-18C. Its primary role is to minimize threats to the squadron by jamming enemy radar.

Special Weapon

Electronic Countermeasure Pod (ECMP)

This defensive weapon uses radar jamming to temporarily lower the targeting capabilities of enemies within the effective range.

Cost

21,000

AIRCRAFT SPECS	
Capability	Rating
Speed	78
Mobility	75
Stability	74
Defense	32
Air to Air	65
Air to Ground	69
PAYLOAD	
Weapon	Capacity
Missile	74
ECMP	1

Mirage 2000

FIGHTER

Summary

Digital control of its larger delta wing with increased wing surface area gives this lightweight Multirole fighter superb acceleration and immediate response during maneuvers.

Special Weapon

Semi-Active Air-to-Air Missile (SAAM)

Air-to-air missile with high accuracy and long range. Once fired, the target must be kept inside the missile's steering circle.

Cost

12,300

AIRCRAFT SPECS	
Capability	Rating
Speed	86
Mobility	44
Stability	31
Defense	46
Air to Air	59
Air to Ground	23
PAYLOAD	
Weapon	Capacity
Missile	60
SAAM	8

Mirage 2000D

ATTACKER

Summary

Based on the Mirage 2000, this aircraft has improved air-to-ground attack capabilities. The fuselage has been strengthened to enable high-speed, low altitude surface attacks.

Special Weapon

Unguided Bomb Large (UGBL)

A large free-fall bomb that inflicts extensive damage to ground targets within a wide radius of the impact point.

Cost

14,900

AIRCRAFT SPECS	
Capability	Rating
Speed	86
Mobility	54
Stability	38
Defense	59
Air to Air	36
Air to Ground	69
PAYLOAD	
Weapon	Capacity
Missile	64
UGBL	14

MiG-29A Fulcrum

FIGHTER

Summary

This fighter was developed with the goal of overpowering the enemy in one-on-one combat. The "Fulcrum" boasts powerful engines and refined aerodynamics for superb maneuverability.

Special Weapon

Unguided Bomb (UGB)

A small free-fall bomb that inflicts damage to ground targets close to the impact area.

Cost

11,200

AIRCRAFT SPECS	
Capability	Rating
Speed	73
Mobility	45
Stability	39
Defense	44
Air to Air	30
Air to Ground	55
PAYLOAD	
Weapon	Capacity
Missile	60
UGB	14

A-10A Thunderbolt II

ATTACKER

Summary

Also called the "Thunderbolt II," this ground attack fighter is well equipped for its role with a large Gatling gun and tough armor to withstand enemy fire.

Special Weapon

Advanced Air-to-Ground Missile (XAGM)

Up to four XAGMs can lock onto and be fired at different ground targets simultaneously.

Cost

13,800

AIRCRAFT SPECS	
Capability	Rating
Speed	39
Mobility	34
Stability	65
Defense	84
Air to Air	17
Air to Ground	74
PAYLOAD	
Weapon	Capacity
Missile	64
XAGM	14

YA-10B
ATTACKER

Summary

A modified A-10, with enhanced radar equipment for night and adverse weather missions. Its forward airframe has changed significantly to accommodate the added components.

Special Weapon

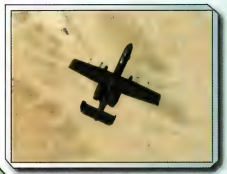
Fuel-Air Explosive Bomb (FAEB)

This unguided bomb ignites a cloud of highly explosive fuel dispersed over the impact point, then detonates it for a massive explosion.

Cost

20,000

AIRCRAFT SPECS	
Capability	Rating
Speed	39
Mobility	34
Stability	83
Defense	99
Air to Air	37
Air to Ground	93
PAYLOAD	
Weapon	Capacity
Missile	74
XAGM	14



F-14A Tomcat
FIGHTER

Summary

Large carrier-based air superiority fighter, known as the "Tomcat." Its variable sweep wing adjusts automatically to provide excellent mobility at both high and low speeds.

Special Weapon

Semi-Active Air-to-Air Missile (SAAM)

Air-to-air missile with high accuracy and long range. Once fired, the target must be kept inside the missile's steering circle.

Cost

14,800

AIRCRAFT SPECS	
Capability	Rating
Speed	68
Mobility	46
Stability	56
Defense	39
Air to Air	72
Air to Ground	26
PAYLOAD	
Weapon	Capacity
Missile	68
SAAM	10

F-14B Bombcat

ATTACKER

Summary

This carrier-based aircraft brings air-to-ground capabilities to the F-14A. Nicknamed "Bombcat," its already impressive payload capacity has been significantly enhanced.

Special Weapon

Guided Penetrating Bomb Large (GPB)

Once dropped, this bomb glides toward a target with a lock-on. It has a small radius of explosion, but inflicts heavy damage.

Cost

16,500

AIRCRAFT SPECS	
Capability	Rating
Speed	78
Mobility	54
Stability	61
Defense	68
Air to Air	47
Air to Ground	81
PAYLOAD	
Weapon	Capacity
Missile	70
GPB	42

F-14D Super Tomcat

FIGHTER

Summary

This carrier-based F-14 features upgrades in radar and weapon control systems. Aptly called the "Super Tomcat," the F-14D can handle multiple enemies at once.

Special Weapon

Advanced Long-Range Air-to-Air Missile (XLAA)

Air-to-air missile with very long range that can be fired at up to four air targets simultaneously.

Cost

17,800

AIRCRAFT SPECS	
Capability	Rating
Speed	87
Mobility	58
Stability	64
Defense	61
Air to Air	81
Air to Ground	31
PAYLOAD	
Weapon	Capacity
Missile	72
XLAA	14

Tornado GR.1

ATTACKER

Summary

This attack aircraft is also known as the "Tornado." Its compact size, along with low-level maneuverability, helps improve its survivability by avoiding enemy fire.

Special Weapon

Bomblet Dispenser (BDSP)

This weapon releases numerous bomblets from its body, damaging targets in a long strip of ground along its direction of travel.

Cost

15,000

AIRCRAFT SPECS	
Capability	Rating
Speed	63
Mobility	61
Stability	63
Defense	69
Air to Air	27
Air to Ground	73
PAYLOAD	
Weapon	Capacity
Missile	68
BDSP	10

Tornado GR.4

ATTACKER

Summary

The weapons control system of the Tornado GR.1 has been modernized to improve survivability, maintainability and ease of use, resulting in a refined attack aircraft.

Special Weapon

Stand-off Dispenser (SOD)

Numerous bomblets are dispersed from a guided dispenser that flies over a locked-on target. Effective against targets along a straight line.

Cost

18,700

AIRCRAFT SPECS	
Capability	Rating
Speed	63
Mobility	61
Stability	71
Defense	72
Air to Air	37
Air to Ground	83
PAYLOAD	
Weapon	Capacity
Missile	72
SOD	12

Tornado F3

FIGHTER

Summary

A variant of the Tornado GR.1 with a focus on air superiority. The fuselage is extended to accommodate an intercept radar that tracks multiple targets simultaneously.

Special Weapon

Advanced Medium-Range Air-to-Air Missile (XMAA)

Air-to-air missile with long range that can be fired at up to four air targets simultaneously.

Cost

16,500

AIRCRAFT SPECS	
Capability	Rating
Speed	73
Mobility	59
Stability	60
Defense	61
Air to Air	74
Air to Ground	67
PAYLOAD	
Weapon	Capacity
Missile	68
XMAA	68

Tornado ECR

JAMMER

Summary

An electronic warfare aircraft based on the Tornado GR.1. This plane has the vital role of protecting its squadron from enemy threats using its radar jamming capabilities.

Special Weapon

Electronic Countermeasure Pod (ECMP)

This defensive weapon uses radar jamming to temporarily lower the targeting capabilities of enemies within the effective range.

Cost

19,000

AIRCRAFT SPECS	
Capability	Rating
Speed	68
Mobility	67
Stability	69
Defense	83
Air to Air	59
Air to Ground	63
PAYLOAD	
Weapon	Capacity
Missile	70
ECMP	5

MiG-31
FIGHTER

Summary

This plane was developed to intercept oncoming enemy planes at high speed. Codenamed "Foxhound," its design is better suited for high-speed one-pass attacks rather than dogfights.

Special Weapon

Semi-Active Air-to-Air Missile (SAAM)

Air-to-air missile with high accuracy and long range. Once fired, the target must be kept inside the missile's steering circle.

Cost

14,300

AIRCRAFT SPECS	
Capability	Rating
Speed	97
Mobility	53
Stability	49
Defense	85
Air to Air	77
Air to Ground	30
PAYLOAD	
Weapon	Capacity
Missile	70
SAAM	14

MiG-31M
FIGHTER

Summary

A redeveloped MiG-31, with sweeping improvements. Modified exhaust nozzles support increased engine power, and flight controls have gone digital. Radar and weapons control have also improved.

Special Weapon

Advanced Long-range Air-To-Air Missile (XLAA)

Air-to-air missile with very long range that can be fired at up to four air targets simultaneously.

Cost

18,400

AIRCRAFT SPECS	
Capability	Rating
Speed	97
Mobility	63
Stability	56
Defense	87
Air to Air	84
Air to Ground	37
PAYLOAD	
Weapon	Capacity
Missile	74
XLAA	14

F-15C Eagle

FIGHTER

Summary

Nicknamed the "Eagle," this air superiority fighter boasts top-class maneuverability and superior payload capacity as well as outstanding mission survivability.

Special Weapon

Semi-Active Air-to-Air Missile (SAAM)

Air-to-air missile with high accuracy and long range. Once fired, the target must be kept inside the missile's steering circle.

Cost

16,200

AIRCRAFT SPECS	
Capability	Rating
Speed	83
Mobility	54
Stability	61
Defense	68
Air to Air	73
Air to Ground	37
PAYLOAD	
Weapon	Capacity
Missile	70
SAAM	16

F-15E Strike Eagle

ATTACKER

Summary

Known as the "Strike Eagle," this F-15 variant is the ultimate attack aircraft, adding full-scale ground attack capabilities to its superior aerial combat ability.

Special Weapon

Self-Forging Fragment Submunitions (SFFS)

Free-fall bomb that fragments into numerous bits of shrapnel. Capable of damage over a wide area if dropped from a sufficient height.

Cost

19,900

AIRCRAFT SPECS	
Capability	Rating
Speed	73
Mobility	55
Stability	77
Defense	75
Air to Air	42
Air to Ground	87
PAYLOAD	
Weapon	Capacity
Missile	76
SFFS	14

F-15S/MTD

FIGHTER

Summary

An experimental aircraft with thrust vectoring nozzles and canard wings, developed to research air combat maneuverability. It performed so well in tests that it was deployed for actual combat.

Special Weapon

Advanced Medium-Range Air-to-Air Missile (XMAA)

Air-to-air missile with long range that can be fired at up to four air targets simultaneously.

Cost

22,700

AIRCRAFT SPECS	
Capability	Rating
Speed	83
Mobility	89
Stability	81
Defense	66
Air to Air	94
Air to Ground	58
PAYLOAD	
Weapon	Capacity
Missile	80
XMAA	14

Su-27 Flanker

FIGHTER

Summary

Codenamed "Flanker," this aircraft is one of the pinnacles of modern air superiority fighter technology. Its refined aerodynamics and powerful engines provide exceptional maneuverability.

Special Weapon

Semi-Active Air-to-Air Missile (SAAM)

Air-to-air missile with high accuracy and long range. Once fired, the target must be kept inside the missile's steering circle.

Cost

16,000

AIRCRAFT SPECS	
Capability	Rating
Speed	73
Mobility	57
Stability	55
Defense	61
Air to Air	74
Air to Ground	38
PAYLOAD	
Weapon	Capacity
Missile	72
SAAM	10

Su-32 Strike Flanker

ATTACKER

Summary

A modified Su-27, called the "Strike Flanker." Specializing in long-range ground attack missions, this unique design includes a toilet and a simple kitchen behind the pilot's seat.

Special Weapon

Advanced Air-to-Ground Missile (XAGM)

Up to four XAGMs can lock onto and be fired at different ground targets simultaneously.

Cost

21,500

AIRCRAFT SPECS	
Capability	Rating
Speed	63
Mobility	67
Stability	79
Defense	78
Air to Air	51
Air to Ground	98
PAYLOAD	
Weapon	Capacity
Missile	80
XAGM	16

Su-35 Super Flanker

FIGHTER

Summary

Canard wings and improved avionics have been added to the already agile Su-27, resulting in unmatched aerial combat capabilities befitting the name "Super Flanker."

Special Weapon

Advanced Long-range Air-To-Air Missile (XLAA)

Air-to-air missile with very long range that can be fired at up to four air targets simultaneously.

Cost

21,200

AIRCRAFT SPECS	
Capability	Rating
Speed	83
Mobility	85
Stability	73
Defense	66
Air to Air	93
Air to Ground	56
PAYLOAD	
Weapon	Capacity
Missile	80
XLAA	16

Su-37 Terminator

FIGHTER

Summary

This fighter is an improvement over the Su-35. Its rearward facing radar and thrust vectoring nozzles give it unprecedented dogfighting capability.

Special Weapon

Quick Maneuver Air-to-Air Missile (QAAM)

The missile's advanced guidance system can even lock onto a target at your six o'clock.

Cost

23,700

AIRCRAFT SPECS	
Capability	Rating
Speed	83
Mobility	92
Stability	76
Defense	66
Air to Air	96
Air to Ground	59
PAYLOAD	
Weapon	Capacity
Missile	82
QAAM	14

F-117A Nighthawk

ATTACKER

Summary

Nicknamed the "Nighthawk," this attack aircraft employs cutting-edge stealth technology to avoid radar detection, at the cost of maneuverability and weapons load.

Special Weapon

Guided Penetrating Bomb Large (GPB)

Once dropped, this bomb glides toward a target with a lock-on. It has a small radius of explosion, but inflicts heavy damage.

Cost

20,100

AIRCRAFT SPECS	
Capability	Rating
Speed	39
Mobility	44
Stability	81
Defense	75
Air to Air	39
Air to Ground	99
PAYLOAD	
Weapon	Capacity
Missile	54
GPB	46

JAS-39C Gripen

MULTIROLE

Summary

The JAS designation stands for "fighter," "attack," and "recon," denoting its multirole capabilities. The "Gripen" also boasts low cost and high maintainability.

Special Weapon

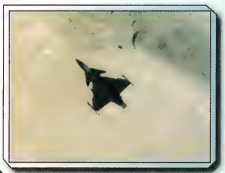
Rocket Launcher (RCL)

This weapon launches multiple unguided rocket-propelled missiles that explode on contact, damaging nearby targets.

Cost

17,900

AIRCRAFT SPECS	
Capability	Rating
Speed	78
Mobility	69
Stability	61
Defense	66
Air to Air	40
Air to Ground	75
PAYLOAD	
Weapon	Capacity
Missile	68
RCL	12



Typhoon

FIGHTER

Summary

Air superiority fighter developed by international collaboration. Computer-controlled operation of its control surfaces gives it exceptional agility at both supersonic and subsonic speeds.

Special Weapon

Advanced Long-Range Air-to-Air Missile (XLAA)

Air-to-air missile with very long range that can be fired at up to four air targets simultaneously.

Cost

21,500

AIRCRAFT SPECS	
Capability	Rating
Speed	86
Mobility	85
Stability	69
Defense	55
Air to Air	91
Air to Ground	54
PAYLOAD	
Weapon	Capacity
Missile	78
XLAA	14

Rafale M
MULTIROLE

Summary

A multirole, carrier-based aircraft characterized by its delta wings and canards. A well-balanced plane that can handle a wide range of missions. Its name loosely translates to "Squall."

Special Weapon

Long-Range Air-to-Surface Missile (LASM)

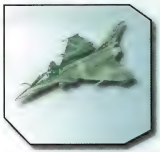
An air-to-surface missile with high power and extremely long range. Especially effective when used in anti-ship attacks.

Cost

21,200

AIRCRAFT SPECS	
Capability	Rating
Speed	71
Mobility	79
Stability	68
Defense	63
Air to Air	50
Air to Ground	84
PAYLOAD	
Weapon	Capacity
Missile	74
LASM	14

Rafale B
MULTIROLE



Summary

A lightweight variant of the Rafale, modified for the Air Force. Having 80 percent structural commonality with the Rafale M01 keeps development and production costs down.

Special Weapon

Stand-off Dispenser (SOD)

Numerous bomblets are dispersed from a guided dispenser that flies over a locked-on target. Effective against targets along a straight line.

Cost

20,800

AIRCRAFT SPECS	
Capability	Rating
Speed	71
Mobility	81
Stability	70
Defense	65
Air to Air	51
Air to Ground	84
PAYLOAD	
Weapon	Capacity
Missile	76
SOD	18

F-35C
MULTIROLE

Summary

This versatile and lightweight carrier-based stealth fighter features both air-to-air and air-to-ground attack capabilities while maintaining a low production cost.

Special Weapon

Long-Range Air-to-Surface Missile (LASM)

An air-to-surface missile with high power and extremely long range. Especially effective when used in anti-ship attacks.

Cost

20,500

AIRCRAFT SPECS	
Capability	Rating
Speed	68
Mobility	87
Stability	79
Defense	66
Air to Air	57
Air to Ground	91
PAYLOAD	
Weapon	Capacity
Missile	76
LASM	14

YF-23 Black Widow II
FIGHTER

Summary

Nicknamed the "Black Widow II," this supersonic stealth fighter is known for its unique design, which achieves minimal air resistance and radar reflectivity.

Special Weapon

Quick Maneuver Air-to-Air Missile (QAAM)

The missile's advanced guidance system can even lock onto a target at your six o'clock.

Cost

22,500

AIRCRAFT SPECS	
Capability	Rating
Speed	83
Mobility	83
Stability	80
Defense	66
Air to Air	94
Air to Ground	58
PAYLOAD	
Weapon	Capacity
Missile	80
QAAM	12

F/A-22A Raptor

FIGHTER

Summary

With a combination of stealth capabilities and superior maneuverability of its thrust vectoring nozzles, the "Raptor" lives up to its name as the ultimate air superiority fighter.

Special Weapon

Advanced Medium-Range Air-to-Air Missile (XMAA)

Air-to-air missile with long range that can be fired at up to four air targets simultaneously.

Cost

24,000

AIRCRAFT SPECS	
Capability	Rating
Speed	83
Mobility	69
Stability	82
Defense	69
Air to Air	96
Air to Ground	59
PAYLOAD	
Weapon	Capacity
Missile	82
XMAA	16

FB-22 Concept

ATTACKER

Summary

A concept attack aircraft based on the F/A-22. Not as capable in aerial combat, but its improved stealth technology and larger payload enable unprecedented air-to-ground attack capabilities.

Special Weapon

Stand-off Dispenser (SOD)

Numerous bomblets are dispersed from a guided dispenser that flies over a locked-on target. Effective against targets along a straight line.

Cost

24,800

AIRCRAFT SPECS	
Capability	Rating
Speed	73
Mobility	72
Stability	89
Defense	72
Air to Air	54
Air to Ground	99
PAYLOAD	
Weapon	Capacity
Missile	82
SOD	16

Su-47 Berkut

FIGHTER

Summary

The "Berkut" is characterized by the forward-swept wings that enable very sharp turns. Stability is maintained by electronically controlled canard wings, making this a preeminent fighter aircraft.

Special Weapon

Semi-Active Air-to-Air Missile (SAAM)

Air-to-air missile with high accuracy and long range. Once fired, the target must be kept inside the missile's steering circle.

Cost

23,100

AIRCRAFT SPECS	
Capability	Rating
Speed	83
Mobility	81
Stability	75
Defense	68
Air to Air	96
Air to Ground	39
PAYLOAD	
Weapon	Capacity
Missile	82
SAAM	18

S-32

FIGHTER

Summary

A prototype of the Su-47. Despite its outstanding maneuverability, development was discontinued. Its potential as an extraordinary fighter is limited only by the skill of its pilot.

Special Weapon

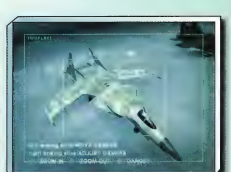
Quick Maneuver Air-to-Air Missile (QAAM)

The missile's advanced guidance system can even lock onto a target at your six o'clock.

Cost

26,200

AIRCRAFT SPECS	
Capability	Rating
Speed	73
Mobility	93
Stability	64
Defense	67
Air to Air	97
Air to Ground	60
PAYLOAD	
Weapon	Capacity
Missile	82
QAAM	16



MiG-1.44
MULTIROLE

Summary

Demonstrator aircraft for the Multifunctional Frontline Fighter project. Large canards and thrust vectoring nozzles contribute to its outstanding air combat capabilities.

Special Weapon

Unguided Bomb Large (UGBL)

A large free-fall bomb that inflicts extensive damage to ground targets within a wide radius of the impact point.

Cost

23,900

AIRCRAFT SPECS	
Capability	Rating
Speed	76
Mobility	96
Stability	70
Defense	61
Air to Air	64
Air to Ground	88
PAYLOAD	
Weapon	Capacity
Missile	80
UGBL	12

Hawk
FIGHTER

Summary

Originally developed as a training aircraft. It makes up for the limited weapons load with clean responsiveness and ease of control, making it an agile and capable fighter.

Special Weapon

Quick Maneuver Air-to-Air Missile (QAAM)

The missile's advanced guidance system can even lock onto a target at your six o'clock.

Cost

5,000

AIRCRAFT SPECS	
Capability	Rating
Speed	73
Mobility	32
Stability	34
Defense	47
Air to Air	51
Air to Ground	16
PAYLOAD	
Weapon	Capacity
Missile	56
QAAM	6

X-02 Wyvern

MULTIROLE

Summary

A pinnacle of Erusian military aviation technology, the "Wyvern" combines stealth with extraordinary agility, made possible by its unique variable geometry wings.

Special Weapon

Advanced Long-Range Air-to-Air Missile (XLAA)

Air-to-air missile with very long range that can be fired at up to four air targets simultaneously.

Cost

39,700

AIRCRAFT SPECS	
Capability	Rating
Speed	78
Mobility	99
Stability	90
Defense	67
Air to Air	94
Air to Ground	67
PAYLOAD	
Weapon	Capacity
Missile	84
XLAA	14

Falken

FIGHTER

Summary

Cutting-edge fighter aircraft incorporating the latest technologies developed by Grunder Industries. Its 360-degree view cockpit system gives its pilot immense advantages in combat.

Special Weapon

Tactical Laser (TLS)

Focuses a high-intensity laser on the target, causing extensive damage. Hard to evade.

Cost

826,000

AIRCRAFT SPECS	
Capability	Rating
Speed	83
Mobility	99
Stability	82
Defense	67
Air to Air	99
Air to Ground	63
PAYLOAD	
Weapon	Capacity
Missile	84
TLS	14

FLYTHROUGH

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MISSION 1: Shorebirds

1101hrs, 24 September 2010
Cape Landers

Intelligence Briefing

Another aircraft of unknown origin has entered Osean Federation Airspace. We have confirmed the target type as a strategic recon plane flying at very high altitude. Despite our repeated warnings, it continued to penetrate our ADEZ and was fired upon by Osean Costal Defense Force SAMs. We believe one of our SAMs damaged the unknown plane, but did not destroy it. Radar shows that the aircraft is currently losing altitude, and is attempting to egress feet wet toward the ocean. Intercept this target and force it to land for identification. Do not fire upon this aircraft until further orders are transmitted.

WARDOG SQUADRON RECOMMENDED FORMATION

Pilot	Position	Aircraft
Heartbreak One	Lead	—
Edge	Wing	—
Chopper	Wing	—
Blaze	Tail	—

CONFIGURATION OPTIONS

Squadron Configuration Available?
NO

Overview

[DATA NO.]	[OPERATION]	[DATE]
01	LAGOON	2010/09/24
[TIME]	[AREA]	[LOCATION]
0854HRS	CAPE LANDERS ---- ----	04°30'02"N 156°02'07"E

Known Enemy Forces

AIR	:001
GROUND	:000
NAVAL	:000
TARGET	:000
TOTAL	:001

Time Allowed

10:00:00

Enemy Hardware

SR-71

MiG-21bis (220 pts)

Mission Objectives

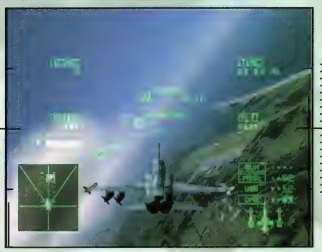
1. Intercept the SR-71 Spy Plane.
2. Destroy All Enemy MiGs.

MISSION STRATEGY

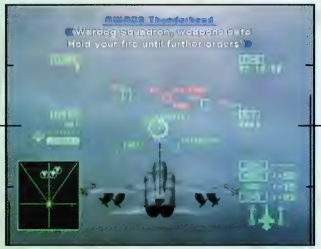
The mission begins at an altitude of 3,200 feet with Captain Bartlett, callsign Heartbreak One, leading the squad in the direction of the SR-71. The Airborne Warning and Control System (AWACS) soon reiterates the "do not fire" rule for the mission. You're flying in the tail position and if the mission goes according to plan, you'll be back in the hangar in no time.

Follow Heartbreak One at a speed of 370 mph toward the SR-71. Press the Square Button to view the radar map of the area, and look for the white icon indicating the spy plane's location. The squad soon closes on the SR-71 and it begins to peel off to the right, out over the beach below.

Chopper tries to make contact with the unidentified plane, but his commands are ignored; the spy plane knows he has backup approaching. Continue following Heartbreak One and ignore the maneuvering of the spy plane.



Four enemy MiGs are approaching fast to provide cover for the spy plane. Follow the squad up to an altitude of 4,400 feet and stay close, as the Wardog Squadron prepares to play chicken with the enemy. It doesn't take long before Captain Bartlett gives the command to ignore AWACS and return fire on the enemy MiGs.



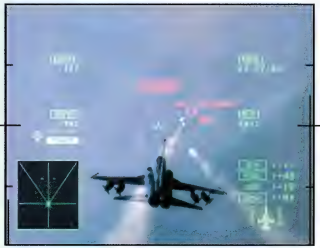
Missile Fire

It takes two missiles to down a MiG-21bis. Close on an enemy craft to less than 1,000 feet and wait for the HUD to turn red and indicate a "Lock On." Tap the Circle Button twice to fire two missiles at the enemy in rapid succession.

A large, solid-green triangle appears on the HUD, indicating the direction toward the currently targeted enemy aircraft. Press the Triangle Button to switch to another target, if applicable, and steer your jet toward the enemy. The battle with the enemy MiGs provides a great introduction to dogfighting, and although they return live fire, there is little chance of you getting shot down so long as you avoid flying in a straight line.

The weather takes a turn for the worse during this mission, so be prepared to fight with limited visibility. Although there is no real danger of a mid-air collision, crashing into the sea or the land is a very real hazard. Always keep an eye on your altitude reading and be very careful with vertical loops and dives when under 1,500 feet.

Unlike in later missions, there are very few MiGs and you needn't worry too much about running out of missiles—the 52 you start with should more than suffice. It's a good idea to practice using your onboard machine guns when at a distance of less the 2000 feet with the enemy. This helps conserve missiles, and the machine guns are very effective at bringing down aircraft at close distance. Continue to sharpen your dogfighting skills until the last of the MiGs has been defeated.



Every Nugget Needs a Nickname

During this mission, AWACS Thunderhead will name the wingman 'Razor.' You don't have any choice but to accept your new nickname, so you might as w

Debriefing

To all Sand Island Base personnel:

1. All information regarding today's hostile encounter is to be classified.
2. Captain Jack Bartlett is ordered to report to base headquarters immediately.

Sep. 24, 2010
Order E0111207
Ocean Air Defense Force Central Command

MISSION 2: Open War

1133HRS, 27 September 2010
Sand Island

Intelligence Briefing

A ship of unknown origin has been detected approaching the Sand Island coastline. We've confirmed that the ship has launched numerous unmanned aerial vehicles probably used for reconnaissance. The UAV will likely return to the launch ship for retrieval after completing their spy operations. You are to halt this operation by intercepting and destroying these recon drones before they can be recovered by the ship. However, do not attack the ship until further orders are transmitted.

WARDOG SQUADRON RECOMMENDED FORMATION

Pilot	Position	Aircraft
Heartbreak One	Lead	—
Edge	Wing	—
Chopper	Wing	—
Blaze	Tail	—

CONFIGURATION OPTIONS

Squadron Configuration Available?
NO

Overview

[DATA NO.]	[OPERATION]	[DATE]
02	GYRE	2010/09/27
[TIME]	**[AREA]**	**[LOCATION]**
1030HRS	SAND ISLAND ---- ----	08°01'13"N 145°24'34"E

Known Enemy Forces

AIR	:000
GROUND	:000
NAVAL	:001
TARGET	:008
TOTAL	:009

Time Allowed

20:00:00

Enemy Hardware

UAV (180 pts)

MiG-21BIS (220 pts)

MiG-29A (320 pts)

Mission Objectives

1. Follow the lead aircraft (Heartbreak One) closely.
2. Destroy all Unmanned Aerial Vehicles (UAV).
3. Destroy all enemy MiGs.

MISSION STRATEGY

Follow Heartbreak One and the rest of the Wardog Squadron until the first batch of UAVs comes into view. The UAVs are remote controlled and do not possess any weaponry. Chopper eventually suggests making a contest out of shooting them down, so pour on the speed to zip out of the tail position and start shooting down the drones to get a jump-start on the scoring.

Target Practice

UAVs are to your F-5E what a parakeet is to an eagle. They're slower, smaller, weaker, and it doesn't take much to blow them out of the sky. Fly in behind them and fire a single missile to blast them out of the air. They're quite susceptible to machine gun fire as well.

The eight UAVs are spread out in three different groups. Use the radar mapping to locate each wave of UAVs and chase them down. There are two separate pairs of two UAVs that you will encounter early on. The final four UAVs are in close proximity to one another and are near the recon ship. They break into two pairs as you close on them, so work fast.

Slow the F-5E when you're within targeting distance. Fire a missile at one UAV and quickly press the Triangle Button to target the adjacent one and fire a second missile. This is a great way to keep Chopper and Edge from stealing kills.

Moments after the last of the UAVs has been destroyed, AWACS warns of several incoming bogies. Use the radar to locate Heartbreak One and rejoin the rest of the squadron; it's time to bugger out! Move to an altitude of roughly 2,100 feet and throttle up to a speed of at least 800 mph to catch up to the others.

Unfortunately, Chopper finds himself the target of the enemies' attention and, once again, Captain Bartlett gives the order to defy AWACS and return fire. The enemy MiGs circle the Wardog Squadron and attempt to lure you within range of the recon ship that is standing by with anti-aircraft weapons at the ready. Avoid flying too close to the ship (stay above 2,000 feet if possible), and remember that you are not authorized to sink it.

Pursue the first wave of four enemy fighters just as in the first mission. Fire a pair of missiles at each jet once you've attained a target lock. There are three MiG-21bis planes and a lone MiG-29A. The MiG-29A is slightly more maneuverable and harder to bring down, but your efforts are rewarded by its higher point value. A second wave of enemy fighters soon appears on your six. Fend them off just as you did with the first wave.

Once the final MiG has been eliminated, the recon ship fires a surface-to-air missile (SAM) at Heartbreak One. The Wardog leader does a good job of evading it, but gets clipped nonetheless. He ejects in time to save his life and orders the rest of the crew back to base. The rescue chopper comes back for him later.

Debriefing

The reconnaissance UAV and the unidentified fighter aircraft that bounced us during the mission have been shot down. The country of origin of the ship is still unknown but it has ceased operations in our maritime defense zone and has departed the area. Once we sanitize our coastal waters we will conduct a search and rescue mission to find Captain Bartlett, who was shot down. Furthermore, the Union of Yuktobanian Republics has officially declared war on the Osean Federation.

MISSION 3:

Narrow Margin

1433hrs, 27 September 2010

St. Hewlett naval port

Intelligence Briefing

Our naval base at St. Hewlett reports that Yuktobanian aircraft have launched a surprise attack on the port. The situation there is critical with widespread panic. Ships from the 3rd Osean Naval Fleet docked at the port are currently under attack and taking heavy losses. Hurry to Port St. Hewlett and provide air cover for our naval vessels attempting to escape the bay. Among these ships is the aircraft carrier Kestrel. It is the flagship of the 3rd Naval Fleet and a critical combat asset. You must protect the Kestrel at all costs.

WARDOG SQUADRON RECOMMENDED FORMATION

Pilot	Position	Aircraft
Blaze	Lead	—
Edge	Wing	—
Chopper	Wing	—

CONFIGURATION OPTIONS

Squadron Configuration Available? NO

Overview

Overview canceled! Pilots must make do with the in-flight briefing!

Known Enemy Forces

AIR	:???
GROUND	:???
NAVAL	:???
TARGET	:???
TOTAL	:Unknown

Enemy Hardware

A-6E (220 pts)

F-5E (220 pts)

MIR-2000 (300 pts)

NIMROD (750 pts)

F-4E (240 pts)

SHIPS (Frigate, Destroyer, Missile Boat)

Mission Objectives

1. Protect the aircraft carrier Kestrel from enemy attack as it exits the bay.
2. Protect the aircraft carrier Kestrel from the enemy naval blockade as it escapes into open waters.

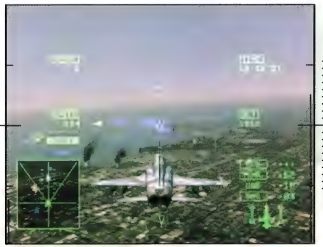
Time Allowed

Part One: 20:00:00

Part Two: 20:00:00

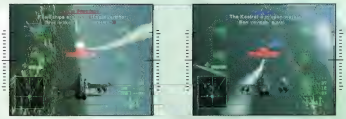
MISSION STRATEGY

With Captain Bartlett MIA, your commending officers wanted Edge to be flight lead but she deferred to you. So, Blaze, get used to being the squadron leader from now on. Edge and Chopper will rely on you to give them commands via the Wingman Command system. For starters, issue the "Cover" command by pressing the down directional button. Captain Snow, callsign Swordsman, will join the fray but will act independent of Wardog Squadron.



Maintain altitude at 2,000 feet and stay on the initial bearing toward the Kestrel. Several enemy A-6E fighters soon come into view. The Yuktobanian forces have launched a surprise attack on the port and you have full authority to blow their aircraft out of the sky.

Give chase to the A-6Es, knowing that Edge and Chopper have your six. Shoot down the first pair of A-6Es and then give the "Disperse" command as more enemy fighters approach the battle site. Chopper and Edge peel off your wings and pursue enemy fighters on their own. Try to keep the Kestrel within sight, and circle back and forth in a protective flight path between the large bridge and the port. Hunt down any A-6E that pops up on the radar.



The A-6Es each take two missiles before exploding, but you should try to conserve ammunition as much as possible. Try to use the machine guns whenever you're within 2000 feet of an enemy jet to conserve your F-5E's payload. Also, keep an eye out for when Chopper or Edge land a missile strike. They fire only one missile at a time, thereby making it possible for you to get the kill with just a single missile. Try to conserve at least 15 missiles for after the Kestrel clears the bridge.

Speed Control

Slow down your jet to between 250 and 300 mph when closing on an A-6E. This will make it much easier to center the machine gun targeting reticle and will also minimize the chance of you soaring past the target.

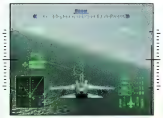
Use the radar map to keep an eye on enemy locations. Continue to hold off the enemy until the Kestrel makes it past the bridge and out into open waters. The Osean Naval Fleet soon announces that the Kestrel is within three miles of the bay exit. At this time, another wave of A-6Es and F-5Es approaches from beyond the bridge. Focus your attention to the airspace above the bridge to keep the path clear for the Kestrel.

The second part of the mission begins shortly after the Kestrel passes under the bridge. The radar map reveals several incoming fighters as well as a small naval blockade. Let Chopper, Edge, and Swordsman focus on the MIR-2000 in the air by giving the "Disperse" command. This allows you to focus on the enemy ships and the Nimrods.

Take Out the Nimrods!

Scan the skies for the approaching Nimrod aircraft before making a bombing run on the enemy ships. The Nimrod takes three missiles to bring down, but it's worth a whopping 750 points! Drop them both to help in your quest for the elusive "S" rank.

Press the Select Button to switch from missiles to the UGBs, and drop the plane down to an altitude of 300 feet. Locate the pair of Frigates moving into the path of the Kestrel and slow down your jet. Open fire on the ships with the machine guns, and then drop a UGB on them once the reticle indicates a clean hit.



A nearby Destroyer makes its way toward the Kestrel with yet another Frigate not far away. The Destroyer has a SAM mounted on the front of it, so use a missile to take out the SAM on your first pass. Turn around, slow the plane, and use the machine guns or the UGB to sink the ship.

After the first four ships have been sunk, return to higher altitudes and finish off any remaining aircraft. All that stands between the Kestrel and the open ocean is a pair of Missile Boats and a couple more enemy aircraft. Give the "Disperse" command one last time and swoop in toward the Missile Boats. It takes only a single missile to sink one of these boats, but machine gun fire and a UGB can also do the trick. The Missile Boats are quite a bit faster than their larger counterparts, so get after them as soon as they come into view.

Debriefing

The aircraft carrier Kestrel has survived the enemy attack and has broken through into open waters. Although the 3rd Osean Naval Fleet sustained considerable damage, it's still combat capable.

MISSION 4:
First Flight
1946hrs, 27 September 2010
Sand Island

Intelligence Briefing

Scramble the jets! Get all flyable aircraft into the air! Move it! Air raid warning! Enemy bombers inbound! Scramble and engage.

WARDOG SQUADRON RECOMMENDED FORMATION

Pilot	Position	Aircraft
Blaze	Lead	—
Edge	Wing	—
Chopper	Wing	—

CONFIGURATION OPTIONS

Squadron Configuration Available? NO

Overview

There is no time for a mission overview. Get up in the air and defend the base at once!

Known Enemy Forces

AIR	:???
GROUND	:???
NAVAL	:???
TARGET	:???
TOTAL	:Unknown

Enemy Hardware

B-1B (1,000 pts)
F-4E (240 pts)
F-16C (320 pts)
TND-GR.1 (420 pts)
MG-29A (320 pts)

Time Allowed

Part One: 3:00:00
Part Two: 20:00:00
Part Three: 3:00:00

Mission Objectives

1. Protect Grimm (ARCHER) from enemy attack as he takes off.
2. Destroy all indicated targets (TGT).

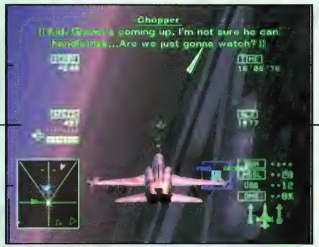
MISSION STRATEGY

The Sand Island Air Force base is under a surprise attack. Multiple waves of enemy fighters are providing cover for bombers and it's up to Wardog Squadron to prevent the enemy from destroying the base. You reach the runway just after the first enemy attack has passed. Watch Chopper take off and then ease into the throttle. Continue accelerating until the jet reaches approximately 150 mph, and then start pulling back on the Left Analog Stick to begin your ascent. Immediately climb to an altitude of 2,000 feet. You have just three minutes to lift off, or else you're a sitting duck on the runway.

In the air, give the "Disperse" command to Edge and Chopper and pursue the enemy B-1Bs. These are the bombers indicated by the red "TGT" on the HUD. They are worth 1,000 points apiece and are your main priority, especially if you wish to protect the base and complete the mission quickly.

F-4Es and a host of other fighters accompany the B-1Bs. Don't hesitate to fire a pair of missiles if one of these other aircraft crosses your path, but make sure the B-1Bs are your main priority. Use the radar map to scan for targets colored red, as they are the true threat to the base.

As soon as the first three B-1Bs are destroyed, Pops takes off. Grimm, callsign Archer, follows him closely. Archer is still very wet behind the ears and needs you to provide ample air cover to avoid getting bounced off the runway. Patrol the sky directly above the base and do not hesitate to launch a pair of missiles at any enemy aircraft.



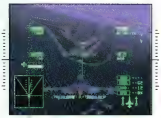
Evasive Maneuvers

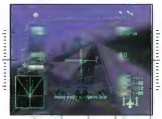
Watch your six! With all the enemy aircraft flying around you will come under constant missile attacks during this mission. Do not ignore the "Missile Alert" warning that flashes on the HUD; getting yourself out of trouble always takes precedence over chasing the enemy. Check the altimeter and either begin a lengthy inverted flip, a dive, or even a sideways loop. Consider hitting the brakes while turning to make your turning radius even tighter.

Archer joins the Wardog Squadron once he's airborne. He fills in nicely in the four position, so give him the "Disperse" command and continue hunting down the enemy bombers. Another wave of enemy B-1Bs appears shortly. If their escort jets become too much a nuisance, give the "Cover" command and let your squad mates keep you out of trouble.

The mission ends once the last of the bombers has been destroyed. Those looking for a high ranking should consider postponing the attack on the final bomber until the other fighter jets have been shot down. Direct your attacks to the enemy fighter jets until you're down to just three missiles. Use these last few missiles to bring down the final B-1B to complete the mission.

You get the opportunity to conduct your first landing at the conclusion of this mission. Although a tap of the Start Button allows you to automatically land, there is potential for a big Landing Bonus for those who touch down safely in under 3:00. Use the L2 and R2 Buttons to yaw left and right in order to get lined up with the landing strip. Descend to an altitude of 50 feet while slowing to roughly 140 mph. Keep the horizon line in the center of the reticle and gently lower the plane onto the tarmac. Try to keep the nose of the jet slightly elevated while landing. Use the brakes to bring the jet to a complete stop to complete the mission.





Debriefing

We sustained damage but our efforts prevented the destruction of the base. The base is still combat capable with repairs proceeding at a rapid pace.

MISSION 5:

Rendezvous

1422hrs, 30 September 2010

Eaglin Straits

Intelligence Briefing

Today, at 1500 hours, three carriers from the 3rd Osean Naval Fleet will rendezvous at Eaglin Straits. These carriers are the Vulture, Buzzard, and the Kestrel, which has successfully escaped from Port St. Hewlett thanks to your help. Your mission is to coordinate with the Kestrel and provide top cover for all carriers during the rendezvous. Should you encounter enemy attack, defend the three carriers at all costs. The situation is fluid, so be sure to choose an aircraft with good defensive capability against both air- and ground-based threats.

WARDOG SQUADRON RECOMMENDED FORMATION

Pilot	Position	Aircraft
Blaze	Lead	Any
Edge	Wing	Any
Chopper	Wing	Any
Archer	Tail	Any

CONFIGURATION OPTIONS

Squadron Configuration Available?
YES

Overview

[DATA NO.]	[OPERATION]	[DATE]
05	WHALEBIRD	2010/09/30
[TIME]	[AREA]	[LOCATION]
0930HRS	EAGLIN STRAITS	16°11'36"N 167°08'56"W

Known Enemy Forces

AIR	:000
GROUND	:000
NAVAL	:000
TARGET	:000
TOTAL	:000

Time Allowed

Part One: 20:00:00

Enemy Hardware

HARRIER (340 pts)

F-35 (740 pts)

Mission Objectives

1. Protect the three aircraft carriers, including the KESTREL, from enemy attack.
2. Survive the ballistic missile strikes.

MISSION STRATEGY

Purchasing New Aircraft

This is the first chance you have to purchase new aircraft and you should jump at the opportunity. Purchase at least three F-20As for your squad. Since this is a direct upgrade to the F-5E, consider selling one or two of the F-5Es to help pay for additional F-20As. Your squad mates may comment on this formation being unsuitable for ground-based targets, but you will only face airborne threats in the next two missions.

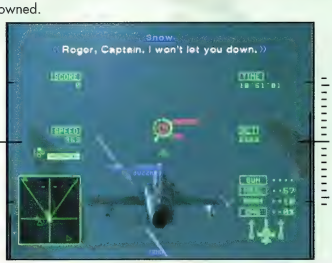
This mission starts out with Wardog Squadron being just one of many squadrons escorting the aircraft carriers to safety. There is safety in numbers, and the Osean Air Force fills the sky. Maintain current speed and altitude, and practice using the Right Analog Stick to look around outside the cockpit of your new aircraft.

Oh Captain, My Captain

Congratulations, nugget! Your leadership while the Kestrel [illegible] attack has won you a promotion! Get used to [illegible] new Captain of Wardog Squadron!

Shortly after AWACS Thunderbird gives clearance for the other squadrons to head for home, Chopper notices an unwelcome blip on the radar. Enemy fighters are approaching at ten o'clock! Give the "Attack" command to concentrate fire in front and engage the enemy Harriers.

The Harriers cruise at roughly 350 mph and can be easily kept within the F-20A's machine gun range. Although this jet carries an expanded payload over the F-5E, try to maximize your machine guns and conserve missiles for later. The Harriers will likely make low-level runs at the Buzzard and Vulture. Swoop in behind them and bounce them into the sea. Return to a cruising altitude of 2,000 feet above the Kestrel once the last of the Harriers has been downed.



AWACS Thunderhead soon warns of incoming bandits carrying long-range anti-ship missiles. Give the "Attack" command and also give the go-ahead for your squad mates to activate their SAAMs. The incoming F-35s can be blown out of the sky from 10,000 feet away with a well-aimed SAAM.

Relying on SAAM

The F-20A is equipped with an exceptional special weapon, the SAAM. Press the Select Button to switch from missiles to SAAMs and get a lock on the target. Fire the SAAM and keep the enemy craft within the large targeting circle to steer the SAAM. You are virtually guaranteed a kill so long as lock-on is achieved prior to launching the weapon and the enemy craft never escapes the targeting circle.

The coast isn't clear when the last of the F-35s has been destroyed. An incoming ballistic missile comes out of nowhere and decimates the allied squadron, as well as the Buzzard. Captain Snow reports that everything near the impact point below 5,000 feet was annihilated.

There is another ballistic missile en route. Quickly pull back on the controls and hit the throttle to climb above a deck of 5,000 feet. This is the only way to safely avoid the missile's detonation. AWACS Thunderhead gives a ten-second countdown to impact. Give the "Cover" command to get Edge, Chopper and Archer on your tail, soar to an altitude above 5,000 feet, and wait out the blast. If only the Vulture was so fortunate.

Debriefing

The enemy attack squadron has withdrawn from the area. The aircraft carriers Vulture and Buzzard were sunk by a powerful burst-missile attack. According to hydrophone data analysis, we have determined that the attack was carried out by the Scinfaxi, a Yuktobanian underwater attack carrier. The specs of this ship are unknown, but its existence confirms that the advanced shipbuilding efforts of the Yuktobanians have been going on unabated since the previous war. The Scinfaxi is a serious threat to our objectives.

--Emergency transmission from Central.

Our army has decided to deploy the military power of the Arkbird to neutralize the grave threat posed by this new enemy submarine.

MISSION 6:

White Bird (Part I)

1200hrs, 3 October 2010
Basset Space Center

Intelligence Briefing

An SSTO craft launch facility lies to the east of our current location, McNealy Air Force Base. The facility was a collaborative project between Osea and Yuktobania. It was built to be a bridge to outer space, with a mass driver 7.5 miles in length. Our radar has detected several planes from a Yuktobanian squadron approaching the facility from several directions. The facility is currently conducting pre-launch operations for an SSTO craft. The base commander will provide you with further orders.

WARDOG SQUADRON RECOMMENDED FORMATION

Pilot	Position	Aircraft
Blaze	Lead	—
Edge	Wing	—
Chopper	Wing	—
Archer	Tail	—

CONFIGURATION OPTIONS

Squadron Configuration Available?
NO

Overview

[DATA NO.]	[OPERATON]	[DATE]
06	SILVER BRIDGE	2010/10/03
[TIME]	[AREA]	[LOCATION]
0930HRS	BASSET SPACE CENTER ----	02°01'13"S 171°10'33"W

Known Enemy Forces

AIR	:006
GROUND	:000
NAVAL	:000
TARGET	:000
TOTAL	:006

Enemy Hardware

C-130 (800 pts)
F-16C (320 pts)
F-20A (320 pts)
B-2A (1,000 pts)
TND-GR.1 (420 pts)
Tanks (120 pts)
Missiles (100 pts)

Mission Objectives

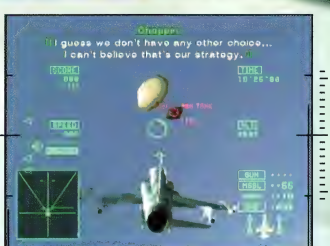
1. Destroy all indicated targets (TGT).
2. Prevent the enemy tanks (TGT) from reaching the mass driver.
3. Prevent the enemy missiles (TGT) from destroying the mass driver.

Time Allowed

Part One: 20:00:00
Part Two: 20:00:00

MISSION STRATEGY

The mission begins with a wave of six enemy aircraft inbound toward the mass driver. A pair of fighters provides cover for four C-130 transport planes. The Yuktobanians are attempting to launch a ground invasion against the mass driver; tanks soon parachute from the C-130s. Give the "Disperse" command to the squadron in hopes that they will pursue the fighters and begin blasting the parachuting tanks while you go after the C-130s.



The C-130s require three missile hits to bring down. They can move surprisingly fast, given their size, and they quickly try to flee out of the mission's designated airspace so get on them right away.

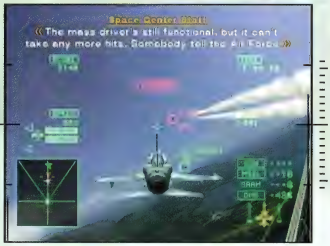
Too Close for Comfort

Once the C-130s realize they can't outrun you, they often try to slam the brakes and get you to crash into them. This is especially common if you open fire on them with machine guns. Most jets are small enough that you can fly through their exploding carcasses, but not the C-130. Steer clear of it, even as it erupts in flames.

Once the C-130s have either been destroyed or have fled the area, turn your attention toward the tanks. They often require two missiles to destroy, unless they've already taken damage. Try to conserve missiles by using machine gun fire as much as possible; you'll need plenty of missiles for the later parts of the mission.

Continue to target the tanks even after they land. Slow to a cruising speed of 300 mph and drop to an altitude of 100 feet. Use the yaw controls to turn the plane without dipping the wings, and open fire on the tanks with the machine guns. Be prepared to climb on a moment's notice. Don't concentrate so hard on the tanks that you fail to notice the trees and buildings (not to mention the ground). This portion of the invasion ends when the last of the tanks has been destroyed, but there are two distinct waves of attacks so don't relax until the timer resets to 20:00:00.

As soon as the last tank is destroyed, the enemy launches a missile attack. Climb above 2,000 feet and scan the skies for the incoming B-2A bombers. These bombers are pretty resistant to attacks, but can be downed with a combination of missiles and gunfire. Another option is the F-20A's lethal SAAMs—there's no reason to hold onto them, so fire away! The B-2As are valuable targets so be sure to knock at least one of them out of the air to help earn a higher ranking. When you're done pursuing the bombers, return to a lower altitude and help the others protect the mass driver from the missiles.



The sky and the radar map light up with inbound missiles aimed directly at the mass driver. Although the mass driver can withstand several missile strikes, it can't hold out forever. Use your remaining missile cache and machine gun fire to intercept as many of the missiles as possible. Make sure the squad has the "Disperse" command, and give them permission to use their SAAMs. This makes it easier for them to fend off the TND-GR.1s covering the B-2As.

The Space Center Staff announces that they're going ahead with the Arkbird launch in four minutes. Continue protecting the mass driver from the incoming missiles with all the firepower you can muster. Fly at several hundred feet in a patrolling circle around the mass driver. Missiles come in from over the hills, as well as out over the sea. You can't be in two places at once, but you must try! Any remaining enemy aircraft exit Osean airspace when the Arkbird launches.

Debriefing

We prevented the Yuktobanian army from capturing the launch facility. The SSTO launch was successful. The SSTO docked with the Arkbird, which had descended into the upper atmosphere, and successfully transferred a laser weapon module over to the craft. All aircraft with the 108th Tactical Fighter Squadron and the Sand Island detachment, return to base as soon as rearming and refueling operations are complete.

MISSION 7: Front Line

1007hrs, 4 October 2010
Sand Island

Intelligence Briefing

A large combined force of Yuktobanian vessels and aircraft has been detected advancing in the ocean directly toward Sand Island from the west. Our intelligence has confirmed the presence of amphibious assault ships within the oncoming fleet. We believe the enemy's goal is to conduct a landing operation on Sand Island and capture the base. Close with the enemy, disrupt landing operations and suppress their naval gunfire directed at our forces ashore.

Overview

[DATA NO.]	[OPERATION]	[DATE]
07	VANGUARD	2010/10/04
[TIME]	[AREA]	[LOCATION]
0830HRS	SAND ISLAND	08°10'19"N 144°32'16"E

Mission Objectives

1. Prevent the enemy amphibious force (Hovercraft, AH-64) from reaching the eastern end of the map.
2. Prevent the enemy fleet from firing on Sand Island.
3. Survive the ballistic missile strikes.
4. Destroy the Scinfaxi underwater carrier.

Enemy Hardware

AH-64 (300 pts)

F/A-18C (340 pts)

F-35 (740 pts)

SHIPS (Hovercraft, Missile Boat, Frigate, Destroyer, Landing Craft)

SCINFAXI (900 pts)

Known Enemy Forces

AIR	:004
GROUND	:000
NAVAL	:001
TARGET	:021
TOTAL	:026

Time Allowed

Part One: 20:00:00

Part Two: 20:00:00

WARDOG SQUADRON RECOMMENDED FORMATION

Pilot	Position	Aircraft
Blaze	Lead	Anti-Ship
Edge	Wing	Anti-Ship
Chopper	Wing	Anti-Ship
Archer	Tail	Anti-Ship

CONFIGURATION OPTIONS

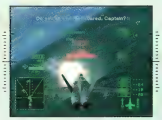
Squadron Configuration Available? YES

MISSION STRATEGY

The Wardog Squadron departs Sand Island due west to intercept the enemy amphibious forces. Your main objective, at least for now, is to destroy as many Hovercraft and AH-64 helicopters as possible. The eastern edge of the airspace represents your goal line, and you must not let the enemy cross it!

Give the "Disperse" command and drop to an altitude of several hundred feet. Cruise along the surface of the sea while using machine guns and solitary missiles to destroy the enemy craft. Rely on the yaw controls to steer the plane while remaining perfectly horizontal. The enemy's amphibious forces are quite faster than their larger naval ships, but they can be sunk with minimal firepower.

Use the radar to see the distribution of the enemy forces. Once the coastline's immediate invasion threat has been neutralized, head further out into the airspace and start sinking the Landing Ships and Frigates. This portion of the mission is quite easy, and your only real threat is splashing down in the water. Of course, things never stay easy for long.



Edge soon announces that there is an incoming ballistic missile and all aircraft need to ascend above 5,000 feet, just as before. Fortunately for Wardog Squadron, the Arkbird is circling high overhead and uses its powerful laser to blast the missile out of the sky. Although AWACS Thunderhead alerted you to the Arkbird's ability to thwart the missile attack, the Arkbird is not always so timely.

The Scinfaxi underwater carrier continues to launch devastating ballistic missiles, and although the Arkbird can destroy some of them, others will detonate. Pay close attention to each countdown from AWACS Thunderhead and climb above 5,000 feet every time he initiates the countdown. The Arkbird fires a powerful laser down at the water and there's a good chance you'll see it. Tip your wings to make your jet's profile skinny, and try to avoid the laser. Although it's not necessarily aiming at you, it is possible to get hit by the Arkbird, so be careful up there!

Continue making attack runs on the Yuktobanian fleet between missile strikes. Descend toward the ocean, use the missiles and machine guns to sink as many crafts as possible, and climb back above 5,000 feet as soon as a countdown begins. The Arkbird eventually uses its laser to force the Scinfaxi to surface. When it surfaces, it immediately fires SAMs, and additional enemy aircraft launch in hopes of defending it. This is the crown jewel of the Yuktobanian Navy and it must be destroyed!

The LASM mounted on the F/A-18C is the perfect weapon for destroying the Scinfaxi. Start by targeting the SAMs and AA Guns from a safe distance of at least 12,500 feet and fire the LASM at it. The F/A-18C can fire two LASMs back-to-back, so quickly acquire another target on board the Scinfaxi and fire a second LASM. Keep your eyes peeled for enemy fighters, and continue making bombing runs on the Scinfaxi until it is destroyed. Give the "Attack" command to the others, and give them permission to activate their special weapons. The enemy invasion ends with the destruction of the Scinfaxi. You have 20:00 to destroy the Scinfaxi and complete the mission once it surfaces.

Debriefing

The Arkbird was successfully employed over the forward edge of the battle area. The enemy amphibious force attacking Sand Island was repelled, and their invasion plans halted. The underwater carrier Scinfaxi, a lethal enemy threat, was engaged and destroyed by the superior firepower of the Arkbird. Having lost the support of the Scinfaxi, the remaining Yuktobanian forces retreated. Furthermore, we are requesting reinforcements from Central Command to replace our squadron member lost in combat.

MISSION 8:

Handful of Hope

1616hrs, 22 October 2010
Akerson Hill

Intelligence Briefing

Yuktobanian combat operations have been dormant since their failed large-scale invasion and the loss of their underwater carrier, Scirfaxi. However, there is still concern over a possible infiltration by small-scale forces from the ground and the air. You will split into flights of two and carry out patrols in the area from Akerson Hill to the northern coastline. The airspace above the grain fields extending around Akerson is covered by our Ocean AA system. The system automatically fires missiles at any hostile aircraft it detects. Patrol the northern coastline of Akerson Hill, which is out of our AA system's range.

Overview

[DATA NO.]	[OPERATION]	[DATE]
08	----	2010/10/22
[TIME]	**[AREA]**	**[LOCATION]**
1200HRS	AKERSON HILL ---- ----	07°28'19"N 168°03'23"E

Known Enemy Forces

AIR	:000
GROUND	:000
NAVAL	:000
TARGET	:000
TOTAL	:000

Enemy Hardware

F-14A (380 pts)

F-16C (320 pts)

MIG-31 (440 pts)

Time Allowed

Part One: 20:00:00

Mission Objectives

1. Guide the transport plane (C-5) through the AA radar zone.
2. Protect the transport plane (C-5) from enemy aircraft.
3. Destroy all objects in the transport plane (C-5)'s path.

WARDOG SQUADRON RECOMMENDED FORMATION

Pilot	Position	Aircraft
Blaze	Lead	Anti-Air
Edge	Wing	Anti-Air
Chopper	Wing	Anti-Air
Archer	Tail	Anti-Air

CONFIGURATION OPTIONS

Squadron Configuration Available?
YES

MISSION STRATEGY

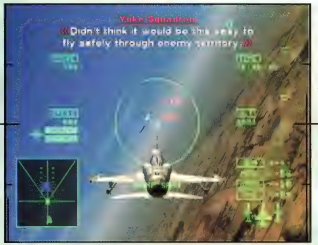
In-Flight Mission Update!

Guide the C-5 transport plane through the AA system's radar coverage and into it to Akerson Hill. The transport is on a top-secret mission, so its IFF signal has not been registered in the AA system's database. As a result, if the transport is picked up by the AA system, our own missiles fire may shoot it down. The engagement zone of this ground-based AA system is displayed on your radar. Due to excess damage, the transport's radar system is inoperable, and its communications restricted. Guide the plane to it safely out of the AA system's engagement zone.

View the radar map to see the distribution of the AA system's coverage. The only way through the AA field is via the narrow gap in the coverage that winds around to the right-hand side of the airspace. The C-5 transport plane will follow directly behind you, but you must be careful not to fly over any of the radar bubbles, as the C-5 will get shot down.

Remain at an altitude of 3,200 feet and a cruising speed of 375 mph. Use the yaw controls to steer the jet in a precise and controlled manner. Enter the AA airspace via the hole in the coverage to the right, and angle slightly to the left before curving around hard to the right. Think of the flight path as a series of connect-the-dot maneuvers, only you want to come as close to the dots as you can without actually touching them. Loop around back to the left at the second major turn, and use the vertical sight line on the radar screen to fly a straight path between the closely spaced AA "bubbles" near the exit. Chopper and Archer rejoin you and Edge once the C-5 is in unprotected airspace.

Enemy fighters appear on the radar from the far edge of the map. Switch to the SAAMs and give the "Disperse" command to your squad mates. The enemy is intent on bringing down the C-5 to capture its cargo. Use the SAAMs to target the enemy jets before they have any chance of nearing the C-5. A pair of F-14A fighters is followed closely by a pair of F-16Cs. Lastly, MiG-31s appear and try to do what their comrades could not. The MiG-31s can absorb a SAAM so be sure to fire two of them.



Pay attention to the conversation on board the C-5 during the dogfight. The C-5 was sabotaged and although the spy was brought under control, the captain has been shot! Edge helps instruct the "cargo" on how to make an emergency landing in the fields below. But in order for this to happen, you have to clear a path through the windmills below. Additional enemy fighters approach, but you must leave them to your wingmen for now; the C-5 is your top priority!

Follow the C-5 on the radar toward the hillside where the windmills are, and position your jet directly in front of it. Use missiles to destroy the first three windmills, each of which appears on your radar and only necessitates a single missile to be brought down. There are two more windmills that need to be destroyed, but they do not appear as targets on your radar screen until the C-5 is about to land. Stay close by the transport plane and use missiles to blast the obstructions. Additional air support arrives to secure the cargo of the C-5 once it has safely landed.

Debriefing

We've received a sitrep from Central Command. The crew onboard the transport plane you encountered during your patrol has been rescued by the B432nd Squadron. That is currently all the information we have.

MISSION 9:
Lit Fuse

1630hrs, 1 November 2010
Bastok Peninsula

Overview

[DATA NO.]	[OPERATION]	[DATE]
09	FOOTPRINT	2010/11/01
[TIME]	[AREA]	[LOCATION]
1100HRS	BASTOK PENINSULA	04°32'42"S 123°29'45"E

Intelligence Briefing

We're going to conduct a large-scale amphibious assault against Yuktobania on the Bastok Peninsula. This mission will be called "Operation Footprint." Our landing force will be selected from the 1st and 2nd Ocean Army Battalions. They will be divided into four companies—A, B, C and D—and transported to the area via landing craft. Upon landing, each division will fan out and destroy the enemy bases scattered throughout the area, then rendezvous and reform into a single large force unit to assault the final target, the fortress.

The Yuktobanian defense positions along the coast are tightly dug in, and we have concluded that air attacks alone will not be enough to destroy them. Therefore, Operation Footprint will be synchronized air and ground attack to neutralize these positions. It is critical that you follow the specific targeting instructions of the ground commander to maximize the effects of your attacks. We are expecting poor weather conditions and fierce resistance from the Yuktobanian defense forces. The fortress is protected by pillboxes and a defensive wall. Provide close air support for the ground forces, and get as many soldiers as possible inside.

Known Enemy Forces

AIR	:006
GROUND	:021
NAVAL	:000
TARGET	:012
TOTAL	:039

Time Allowed

Part One: 3:00:00

Part Two: 20:00:00

Enemy Hardware

AH-64 (300 pts)

A-10A (360 pts)

F-4X (460 pts)

GND TGT (Bunker)

Mission Objectives

1. Protect the ground forces (COMPANY A-D) from enemy attack.
2. Support the ground forces (COMPANY A-D) and neutralize enemy defense positions (TGT).

WARDOG SQUADRON RECOMMENDED FORMATION

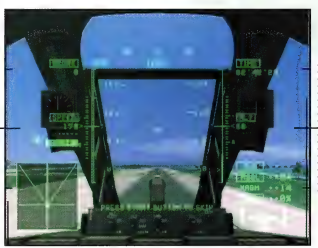
Pilot	Position	Aircraft
Blaze	Lead	Anti-Ground
Edge	Wing	Anti-Ground
Chopper	Wing	Anti-Ground
Archer	Tail	Anti-Air

CONFIGURATION OPTIONS

Squadron Configuration Available? YES

MISSION STRATEGY

This mission begins on a runway on the Bastok Peninsula, where you have the opportunity to take off manually. Throttle up to a speed of 150 mph and ease back on the controls to lift the nose of the plane into the air and start climbing!



There are four infantry companies making their way up the beach, and it's Wardog Squadron's responsibility to provide cover fire and help them destroy the enemy bunkers. Although enemy targets such as barracks, control towers, and howitzers can be destroyed for additional points, the bunkers are top priority. The only way to destroy a bunker is through a coordinated attack between ground troops and the air force, so listen for the friendlies on the ground to request help with particular bunkers.

Don't Rush It

This is one of the longest missions to date, so conserve your missiles. The ground troops have a tough hill to climb, both figuratively and literally, so be patient and give them help when they request it. Don't waste missiles or XAGMs on random enemy targets—save them for the bunkers!

Give the "Disperse" command to the wingmen and give them permission to use their special weapons. Several enemy fighters attack on occasion, but you can leave them for the others to deal with. Enemy choppers, however, only take one quick strike with a missile to destroy and should not be ignored.

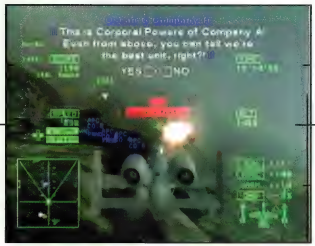
It's vitally important that you pay attention to the radar map during this mission. Bunkers appear as white squares amongst the other targets on the radar map, but they don't appear until the ground troops are in position and ready for your assistance. Many of the bunkers nearest the beach are poorly protected and can be destroyed with two quick missile blasts. The hilly terrain of the beach dunes can make getting a clean shot on them rather difficult from certain angles, so wait for visual confirmation before firing the missiles, regardless of the lock-on.

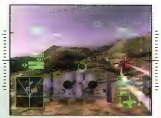
Learning the Lingo

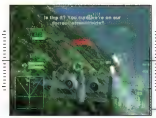
When you hear a friendly pilot call out "Fox Two!" it means that they are firing a heat-seeking missile.

Between bunker bombings, concentrate on making low-altitude, low-speed runs at the various soft targets on the ground. Use the machine guns to conserve missiles, unless a SAM has been targeted—blowing one of them up is never a waste of weaponry.

The last of the bunkers are part of the large fortress at the top of the hillside. They are well defended and there are multiple targets all around them. Now is the time to use the XAGM special weapon on the A-10A. Select the XAGM and then use the targeting system to get a lock on up to four targets simultaneously. These last two bunkers put up quite a fight and the ground troops require your help several times before finally overrunning the fortress. Continue to attack the fortress in synch with the ground troops until victory has finally been declared.







Debriefing

After intense fighting, the landing force captured and secured the fortress target. Thanks to the success of Operation Footprint, we have secured the southeastern coast of Yuktobania. We've decided to make the fortress our first forward base on Yuktobania as we expand our combat operations inside the country. After we complete construction of our defensive positions, our ground forces will continue their advance to the final target, the capital city of Cinigrad.

MISSION 10: Blind Spot

1011hrs, 2 November 2010
Dresdene

Intelligence Briefing

The Yuktobanian force that defended the Bastok Peninsula is staging a large-scale withdrawal from the area. After analyzing the situation, we have determined that they are pulling back the force to regroup their defense network and strengthen their capital defenses.

Yuktobanian's southern armies sustained heavy damage during our landing operation, and their defensive war power has weakened considerably. Their withdrawal is currently proceeding under the curtain of a set of electronic jamming signals. The enemy's air force consists primarily of transport planes. Pursue these planes, destroy them, and halt their retreat.

Overview

[DATA NO.]	[OPERATION]	[DATE]
10	Hammerblow	2010/11/02
[TIME]	[AREA]	[LOCATION]
0600HRS	DRESDENE ---- ----	02°39'14"N 112°39'59"E

Known Enemy Forces

AIR	:001
GROUND	:000
NAVAL	:000
TARGET	:012
TOTAL	:013

Enemy Hardware

F-14A (380 pts)

E-767 (1,000 pts)

C-130 (800)

C-58 (1,000 pts)

F-15C (460 pts)

Time Allowed

20:00:00

Mission Objectives

1. Destroy the enemy transport planes to halt their army's airborne retreat.
2. Eliminate the radar jamming capabilities of the E-767s flying overhead.

WARDOG SQUADRON RECOMMENDED FORMATION

Pilot	Position	Aircraft
Blaze	Lead	Anti-Air
Edge	Wing	Anti-Air
Chopper	Wing	Anti-Air
Archer	Tail	Anti-Ground

CONFIGURATION OPTIONS

Squadron Configuration Available?
YES

MISSION STRATEGY

A large contingent of Yuktobanian aircraft is retreating, and it's up to Wardog Squadron to shoot them down before they get too far north. Accelerate after the enemy jets and shoot down the F-14A that comes into view first. The C-130s are the big prize here but there are several E-767s in the sky above that are jamming all radar in the area. This means that your auto-targeting systems will not work until the E-767s have been shot down.

Climb to an altitude of 21,000 feet and start scanning the skies for the nearest E-767. The E-767 is built like a tank and takes four missile hits before finally being rendered inoperable. Once the first E-767 has been destroyed, the first wave of retreating C-130s and F-14As will be vulnerable.

Give the "Disperse" command to the others and descend to an altitude of 10,000 feet to pursue the targets. Continue blasting C-130s out of the air until the first group has been destroyed. Use the radar map to locate the next flock of transport planes and speed off after it. Use the SAAM as you get within 15,000 feet of it to test for radar jamming. If the missile goes astray, it means that there is another E-767 nearby.

Climb back up to 18,000 feet and look for another E-767. Use the radar map to locate a large group of enemy planes; you can bet the E-767 is somewhere in their vicinity. Fortunately, the E-767 can't jam the heat-sinking abilities of your missiles at close range. Knock it out of the air and then return to hunting down the rest of the transport planes.

The later squads of enemy craft contain C-5Bs and F-15C aircraft. The C-5Bs are large and are quite easy to knock out of the sky with a pair of SAAMs. Continue destroying each of the enemy planes until you encounter another radar jam. You must destroy two more E-767s before the last of the transport planes can be targeted successfully.

Attack on Civilians!

A group calling itself the B492nd was heard over the radio just before we were attacked by supposed Oseon forces on a civilian complex. There is no sign of the attackers on the radar, and AWACS Thunderhead believes that Wing Squadron are the only Oseon force in the area.

Debriefing

We have succeeded in halting the Yuktobanian army's airborne withdrawal from the Bastok Peninsula. However, a Yuktobanian civilian complex, an engineering university, has been attacked. This attack occurred in an area within operating range of the Sand Island Squadron. Sand Island aircrews will report to Central Command headquarters in the Oseon capital city Oured immediately.

MISSION 11A:

Chain Reaction

2101HRS, 4 September 2010
Apito International Airport

Intelligence Briefing

Yuktobanian aircraft have suddenly been detected on radar southwest of Dured. They are flying in the direction of Apito International Airport, located in the area between Dured Bay and the capital. Apito International is a civilian airport. The enemy's intentions are unknown. Passengers and personnel are currently being evacuated, but the sudden appearance of the enemy has plunged the airport into chaos. Intercept and engage the invading enemy formation and protect Apito International Airport.

Overview

[DATA NO.]	[OPERATION]	[DATE]
11A	EMERALD	2010/11/04
[TIME]	[AREA]	[LOCATION]
2012HRS	APITO INTERNATIONAL AIRPORT	04°16'55"N 138°11'48"E

Known Enemy Forces

AIR	:000
GROUND	:000
NAVAL	:000
TARGET	:006
TOTAL	:006

Enemy Hardware

F/A-18E (480 pts)
F-14B (460 pts)
A-10A (360 pts)
TND-GR.I (420 pts)
MiG-31 (440 pts)
Ground (100 pts)

Time Allowed

Part 1: 20:00:00
Part 2: 20:00:00

Mission Objectives

1. Intercept and destroy invading enemy planes
2. Protect Apito International Airport from the invading forces

WARDOG SQUADRON RECOMMENDED FORMATION

Pilot	Position	Aircraft
Blaze	Lead	—
Edge	Wing	—
Chopper	Wing	—
Archer	Tail	—

CONFIGURATION OPTIONS

Squadron Configuration Available?
NO

MISSION STRATEGY

Your mission begins flying over Apito International Airport. Hostile planes are inbound, you must fly out and intercept them immediately. Hit your afterburners and fly out to intercept. You can issue Attack and authorize Special Weapon usage from your wingmen as you fly out.

Once engaged, you'll be fighting the first wave of F-14s. After they're down, check your radar for a wave of incoming F/A-18. Engage and destroy them before they approach the airport.

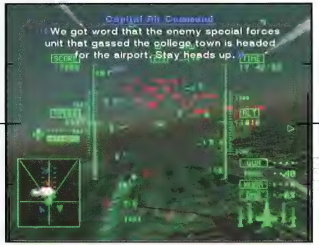
Once the last of the enemy aircraft are destroyed, pay attention to the radio chatter as you turn to fly back to the airport. If you are far away, hit your afterburners and get back quickly—the C-130 transport planes on the runways are enemy decoys, and they'll begin disgorging their cargo of tanks as you approach the airport.

Once their IFF indicators go red, you can acquire target lock and open fire. You must destroy all of the enemy vehicles on the ground to complete the mission. Make long, low, and straight passes on the airport to allow plenty of time to strafe the targets with anti-ground fire.

Early Assault

It is actually possible to destroy some of the targets ahead of time—and you won't be called on it. After the enemy aircraft from the first attack are defeated, immediately fly back to the airport and open fire on the grounded C-130 transports. You won't have the benefit of a lock, due to the lack of a hostile IFF beacon, but you can still eyeball the targets and land some early hits.

More enemy aircraft attack while you are busy dealing with the ground invasion of the airport. You may want to give your wingmen a Cover command to get some breathing room, or you can abort your ground attack for a moment to deal with the airborne threat.


Capital Air Command
«We got word that the enemy special forces unit that gassed the college town is headed for the airport. Stay heads up.»

Continue making bombing and strafing runs on the invading enemy troops. Once the last of the enemy forces on the ground are taken out, your mission is complete.

Debriefing

The enemy forces that tried to capture Apito International Airport have been destroyed. Hopefully, we'll find out how they managed to infiltrate the airport after we complete our investigation. Additionally, the effects of the chemical attack on the college town of Bana are currently subsiding, thanks to the neutralizing agent that was spread. The group that carried out the chemical attack is all but confirmed to be a Yuktobanian special forces commando unit. They were planning to link up with the main force at the airport, but they aborted their plan and slipped away upon hearing that their main force was defeated. The Yuktobanians have defiled our soil. Worse, they have tried to destroy a civilian airport. We've got to defeat them, no matter the cost. We'll be sending you back to the front lines of the Yuktobanian mainland. If you all really are innocent, then I hope you can prove it out there on the battlefield.

MISSION 11B:

Reprisal

1233hrs, 4 November 2010
Bana City

Intelligence Briefing

A group believed to be a Yuktobanian commando force has carried out a terrorist attack with chemical weapons. The site of the attack is the college town of Bana, located to the south of Dured. Plumes of nerve gas are currently billowing out from several locations around the city. We must neutralize the gas from the air as soon as possible.

Capital District Air Command will provide specialized aircraft equipped to deploy canisters containing a neutralizing agent. Drop the neutralizing agent from the air over the smoke from the gas plumes. Keep the gas from spreading further around the city.

Overview

[DATA NO.]	[OPERATON]	[DATE]
118	Wisdom	2010/11/04
[TIME]	[AREA]	[LOCATION]
1124HRS	BANA CITY	09°05'56"S 126°07'35"W

Known Enemy Forces

AIR	:000
GROUND	:000
NAVAL	:000
TARGET	:018
TOTAL	:018

Enemy Hardware

AH-64 (300 pts)

Mission Objectives

1. Neutralize the poison gas using your special weapon.
2. Destroy the enemy AH-64s before they can rendezvous with the terrorist truck.

Time Allowed

Part One: 15:00:00

Part Two: 20:00:00

WARDOG SQUADRON RECOMMENDED FORMATION

Pilot	Position	Aircraft
Blaze	Lead	—
Edge	Wing	—
Chopper	Wing	—
Archer	Tail	—

CONFIGURATION OPTIONS

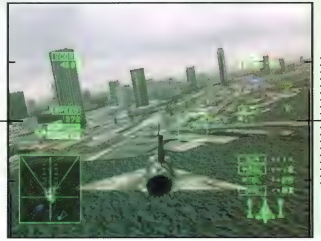
Squadron Configuration Available? NO

MISSION STRATEGY

There are 18 gas clouds billowing up from the city, and it's up to you to squelch the contamination by dropping canisters of neutralizing agent on each cloud. Descend to an altitude between 600 and 800 feet and switch to the plane's special weapon—a retrofitted UGB.

Use the yaw controls to steer smooth laps around the city toward the gas clouds. Deploy a canister of neutralizing agent when the targeting reticle overlaps the center of a gas cloud. Consider pointing the nose of the jet down toward the cloud to help guarantee a direct hit. You earn 250 points for each contained gas plume.

Just when it looks like Wardog Squadron's work is complete, the police locate the terrorists believed to be responsible for the chemical attack. The police aren't prepared to handle terrorists and an attack on the local airport is tying up other local forces; they need you to help them with the escaping terrorists!



Use the radar map and your bird's eye view of the city to keep track of the terrorist's truck. The police in the patrol cars are relying on you to help give away the terrorists' location, so try to stay as close to their vehicle as possible. Although you might be tempted to shoot at them, you must remember that you are flying at low altitude in an urban environment! You will fail the mission if you open fire on a ground-based target.

Continue flying at low speed in the vicinity of the terrorist's truck for several minutes as you pay attention to the radio chatter. The Yukes are sending a team of helicopters to come and pick up the drivers of the truck. They must be stopped at all costs!

Your planes aren't equipped with missiles, but you do have machine guns. Give the "Disperse" command and prepare to intercept the incoming AH-64 choppers with machine gun fire. The AH-64s are equipped with missiles and can hit your fighter if you approach head-on. Use your speed to circle around them and blast them out of the air with the machine guns.

All of the enemy helicopters head toward the large bridge where the police blockade is. They have far too much firepower for the police to absorb and they must be destroyed before they can attack. Maintain an altitude of roughly 500 feet and try to destroy the AH-64s before they get near the bridge. Fly out beyond the taller buildings in the city to pick them off before they get too close to the water. This allows you plenty of room to circle in for the kill. Destroy all eight AH-64s to complete the mission.

Debriefing

Thanks to your efforts in spreading the neutralizing agent, we managed to contain the damage from the nerve gas attack. Still, there have been at least 300 confirmed casualties reported so far.

We have a related report on the force that tried to capture Apito International Airport at the exact moment the nerve gas attack began. The force made it into the facility, occupying it for a short period, but a lack of follow-on support enabled us to destroy them within 24 hours. The Yuktobanian army is threatening the security of our very capital. We've got to defeat them at all costs. We'll be sending you back to the front lines of the Yuktobanian mainland. If you all really are innocent, then I hope you can prove it out there on the battlefield.

MISSION 12A:

Powder Keg

1306HRS, 7 November 2010

Duga

Intelligence Briefing

We have discovered the position of a secret facility in Yuktobania used to store ammunition. According to our information, the base is located deep in the jungles north of Lake Dama. The facility is massive, and contains enough ammunition to supply a Yuktobanian ground division for a week of combat operations. Destroy this stockpile and cut their front-line ammunition supply. Note that we've been getting a lot of attacks from soldiers hiding in the dense jungles with shoulder-mounted SAMs. They are very hard to detect from the air, so stay heads up for sudden attacks from these missiles when flying at low altitude.

WARDOG SQUADRON RECOMMENDED FORMATION

Pilot	Position	Aircraft
Blaze	Lead	Anti-Ground
Edge	Wing	Anti-Ground
Chopper	Wing	Anti-Ground
Archer	Tail	Anti-Air

CONFIGURATION OPTIONS

Squadron Configuration Available?
YES

Overview

[DATA NO.]	[OPERATION]	[DATE]
12A	SNAKE PIT	2010/11/07
[TIME]	**[AREA]**	**[LOCATION]**
0630HRS	DUGA ---- ----	02°05'07"N 108°15'16"E

Known Enemy Forces

AIR	:006
GROUND	:027
NAVAL	:002
TARGET	:016
TOTAL	:051

Time Allowed

15:00:00

Enemy Hardware

GND TGT (Armory Tunnels)

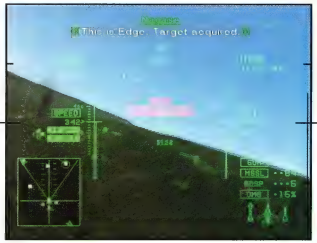
Mission Objectives

1. Fly to the enemy armory concealed in the hills.
2. Destroy the enemy ammo dump by firing missiles into the armory tunnels in the hillsides.

MISSION STRATEGY

The enemy armory is concealed in the hills located within the mission area. To destroy the armory, you'll have to approach the tunnel entrances straight on, and fire missiles into them.

Fly northwest into the hills to spot the first two tunnels. Approach these facing to the northeast, flying low and steady. Once you get within missile range, launch missiles and watch for SRS verification of target destruction. If you miss the target, circle around and come back for another straight pass.



Your mission is complicated by the thick jungle cover on the ground—the enemy has infantry in place armed with SAMs. Enemy infantry will lock on and fire SAMs at your plane as you attempt to make passes at the armory tunnels. However, you can avoid this fairly easily; they seem to track your plane less aggressively than most fighter aircraft missiles.

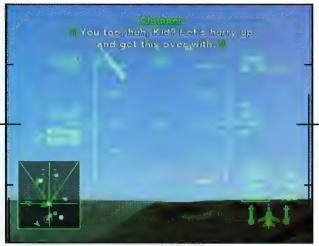
If you do pick up a lock, hit your afterburners and cruise around in a quick circle to reacquire your tunnel target for another pass. On some of your runs, you should have enough time to fire missiles and then jet away before the SAM launch has time to force you off your target.

Valley Country

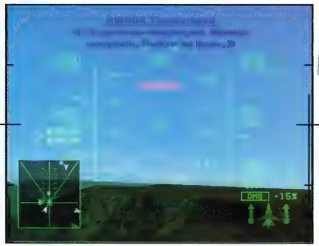
The hilly terrain and low position of the armory tunnels ensures you will spend the bulk of this mission trimming the treetops with your wingtips. Watch your altitude carefully, and don't hesitate to abort a run if your angle of attack is unfavorable. Better to make another pass than decorate the landscape with a crater.

As you destroy each set of tunnels, you hear Yuke radio chatter as a result of the detonations your assault triggers. After you knock out a pair of tunnels, watch your radar for the next set and fly quickly toward them. If you spot the direction the tunnels are facing while you are flying toward them, try to line up using gentle turns and some yaw control.

Frequently, the tunnels will be on the other side of a hill as you fly overhead, if this occurs, just fire your afterburners and get some distance from the tunnels, then make a quick loop and return to destroy them.



Once you've got a feel for the flight path needed to take out the tunnels, destroy all 16 of them to destroy the enemy ammo dump. Once the tunnels are gone, the mission is complete.



Ranking Boost

There are a *lot* of additional (and nonessential) targets on this mission. Once you've cleared out nearly all of the tunnels, you can use up some of your extra armament flying around and destroying extra targets for more points.

Debriefing

The targeted ammunition stockpile facility was destroyed. With this operation, we have cut off one of the lifelines of the Yuktobanian army. Their ability to conduct operations will be reduced across the entire nation.

MISSION 12B:

Four Horsemen

1310hrs, 7 November 2010
Sonza

Intelligence Briefing

We have confirmed the existence of a Yuktobanian munitions factory in the arid region of Sonza. According to our information, they have already produced a new shipment of arms that are about to be airlifted to the front by a squadron of enemy transport aircraft. Carry out an attack on the facility, and keep these transports from making their delivery.

Unfortunately, this factory is well protected by a solid radar network. The network consists of a group of interlinked radar sites. If even one radar site goes offline, the system is designed to immediately report the problem to the factory. However, according to our analysis, if all four radar sites can be destroyed simultaneously, then we'll be able to delay the warning of our attack. Thanks to jamming from our electronic warfare planes, we've just managed to open up an attack corridor to the radar sites. Your squadron will split up and fly four routes. Infiltrate the area, synchronize your attacks, and destroy all four radar sites at the same time.

Overview

[DATA NO.]	[OPERATION]	[DATE]
12B	FORK DANCE	2010/11/07
[TIME]	[AREA]	[LOCATION]
0630HRS	SONZA	08°15'03"N 111°04'04"E

Known Enemy Forces

AIR	:003
GROUND	:061
NAVAL	:000
TARGET	:009
TOTAL	:073

Enemy Hardware

C-5 (1,000 pts)

F-14B (460 pts)

F-16 B60 (520 pts)

SU-27 (480 pts)

Time Allowed

Part One: 20:00:00

Part Two: 20:00:00

Mission Objectives

1. Synchronize your attack with your wingmen to destroy all enemy radar sites.
2. Destroy all enemy transport planes.
3. Destroy the enemy munitions factory by eliminating all GND TGTs.

WARDOG SQUADRON RECOMMENDED FORMATION

Pilot	Position	Aircraft
Blaze	Lead	Anti-Ground
Edge	Wing	Anti-Ground
Chopper	Wing	Anti-Ground
Archer	Tail	Anti-Ground

CONFIGURATION OPTIONS

Squadron Configuration Available? YES

MISSION STRATEGY

Before Wardog Squadron can reach the munitions factory, it must split up and simultaneously destroy the four rings of radar terminals. Edge issues a countdown for each of the four attacks, so it's important to be in position when her countdown is in the final seconds.

Your radar map shows the four radar stations that you are responsible for. Accelerate toward the first radar site located to the west. Chopper poses some questions for you during the approach. Be sure to let him know that the destruction of the radar sites must be simultaneous. Edge begins a thirty-second countdown when she has the target marked. If the red "TGT" indicator has not appeared by this time, it means that you are falling behind the pace and must continue to accelerate.

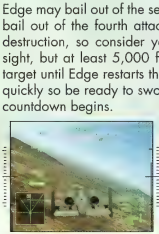
Ideally, you should be approximately 7,000 feet from the target when there is ten seconds left in the countdown. Slow down to slightly below cruising speed and aim to be roughly 3,000 feet from the target with three seconds to go. Fire a single missile at the radar site during the final three seconds of the countdown to secure the simultaneous destruction.

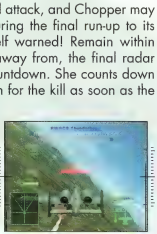
Margin of Error

The Colonel may have stressed the need for near-simultaneous attacks on the ring of radar sites, but there is a small degree of error. Try to fire the missile with between two and four seconds left on the countdown, from 6,000 to 800 feet away. It's possible to successfully destroy the target while it's on the last second, but not from more than 800 feet out.

Edge initiates the countdown for the second and third targets at a slightly faster rate (she counts faster for these as well), because they are closely spaced. Stay on the throttle to get within sight of the targets in time to coordinate your attack with Edge, Chopper, and Archer.

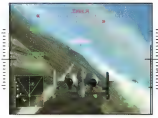
Edge may bail out of the second attack, and Chopper may bail out of the fourth attack during the final run-up to its destruction, so consider yourself warned! Remain within sight, but at least 5,000 feet away from, the final radar target until Edge restarts the countdown. She counts down quickly so be ready to swoop in for the kill as soon as the countdown begins.



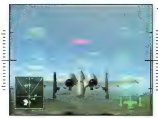


With the radar sites destroyed, Wardog Squadron can raid the munitions factory and, more importantly, the transport planes lined up in a row on the runway. Ignore the buildings and other targets for now and concentrate all attack power on the C-5s. Give the "Disperse" command and grant the squad permission to use special weapons.

The C-5s require three missile hits to be destroyed so fire two during an initial flyby, then quickly turn around and finish it off. Some of the C-5s will undoubtedly get off the ground. Pay close attention to the radar map and make every effort to prevent a single enemy craft from leaving the mission airspace.



Additional enemy fighters approach in an attempt to save the factory from attack. Leave these fighters to the rest of Wardog Squadron while you concentrate on the all ground and air-based targets of priority.



The XAGM is an excellent weapon for destroying multiple ground targets simultaneously. Lock on to up to four structures marked with the red TGT indicator and fire away! Use single missiles and machine gun fire to destroy the smokestacks, and save the XAGMs for the targets positioned behind walls and inside demolished structures, as they can be difficult to hit. Destroy all the indicated targets to complete the mission.

Come Correct

Some of the SAM and AA Gun locations are inside the remains of the buildings you destroy, and the remnants of the walls and ceilings can make it hard get a good shot on these targets, especially if you're out of XAGMs. Climb to a height of at least 10,000 feet and dive bomb the remaining targets from above. Fire a missile while pulling out of the dive. This is a drastic maneuver, and could result in a nasty hole in the ground, but it works. Just remember; a target can always be hit from one direction or another.

Debriefing

The Yuktobanian munitions factory was destroyed and the weapons inside the transport planes were eliminated. With this operation, we have succeeded in dealing a severe blow to the enemy's weapons production effort. Yuktobanian's weapons development capability will now be lagging considerably behind Osea.

MISSION 13:

Demons of Razgriz

1559hrs, 14 November 2010

Razgriz Straits

Intelligence Briefing

The Osean Army is planning a vast offensive with the ultimate objective of occupying the capital of Yuktobania. If this operation succeeds, it will end the war in very short order. However, the Yuktobanians have attacked our beachhead with ballistic missiles from the Hrimfaxi, a Scinfaxi-class submersible carrier stationed in the icy waters of Razgriz Straits. Fortunately, our ground forces had already completed attack preparations, so despite the missile attack the offensive began as planned. Nevertheless, we must neutralize the threat of another Hrimfaxi attack on our ground forces.

We have a single chance to stage a successful air attack on the underwater carrier Hrimfaxi. Our passive sonar has detected a transport submarine that we believe is headed for the Hrimfaxi. We believe the transport sub's mission is to supply the Hrimfaxi with missiles. Based on its course and speed, we've calculated the rendezvous time with the Hrimfaxi. By amazing coincidence, it is precisely the same time as zero hour of our ground attack. At this time, the Hrimfaxi will have to surface to restock its missiles. At that exact moment, ingress at low altitude to avoid detection, launch a surprise attack, and sink the Hrimfaxi. Once surfaced, it only takes the Hrimfaxi one minute to rig for an emergency dive. If your approach is detected, you will only have one minute to complete your attack on the Hrimfaxi.

Overview

[DATA NO.]	[OPERATION]	[DATE]
13	LONG HARPOON	2010/11/14
[TIME]	**[AREA]**	**[LOCATION]**
0615HRS	RAZGRIZ STRAITS ----	64°12'33"N 097°05'03"E

Known Enemy Forces

AIR	:000
GROUND	:000
NAVAL	:012
TARGET	:001
TOTAL	:013

Enemy Hardware

UAV (180 pts)

SHIPS [Supply Sub, Submarine]

HRIMFAXI (2,000 pts)

Time Allowed

Part One: 2:00:00

Part Two: 10:00:00

Mission Objectives

1. Maintain low altitude and approach the target area.
2. If you are detected, the Hrimfaxi will dive within one minute. Use caution.
3. Destroy the Hrimfaxi.

WARDOG SQUADRON RECOMMENDED FORMATION

Pilot	Position	Aircraft
Blaze	Lead	Anti-Ship
Edge	Wing	Anti-Ship
Chopper	Wing	Anti-Ship
Archer	Tail	Anti-Ship

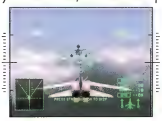
CONFIGURATION OPTIONS

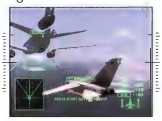
Squadron Configuration Available? YES

MISSION STRATEGY

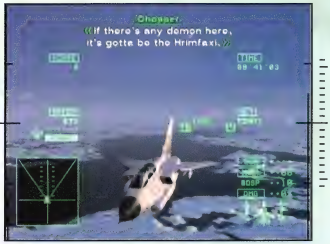
This mission begins with an optional midair refueling. Although this sounds like a very difficult task, it's rather simple. Plus, it's a great way to pick up a refueling bonus that could help when buying aircraft prior to the next mission.

Keep the craft nice and steady, and accelerate in a straight path at the current altitude toward the tanker craft. Two concentric diamonds appear on the HUD. Try to keep the smaller one perfectly centered within the larger one, and aim for the crosshairs to bisect the diamonds in the center. Make minor adjustments left or right with light taps of the yaw controls, but do not tip the flight stick.

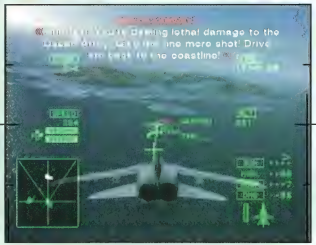




Upon refueling, the Wardog Squadron embarks on its mission. Remain at an altitude below 1,000 feet while maintaining a bearing to the northwest. The radar map reveals a large ring of enemy submarines. These subs are acting as a perimeter defense for the Hrimfaxi. Ignore them for the time being and keep heading straight toward the Hrimfaxi in the center of the ring.



Despite your efforts to stay below a ceiling of 1,000 feet, the enemy subs detect your presence and send a warning to the Hrimfaxi. It's preparing to submerge! Throttle up, give the "Attack" command, and arm your BDSP bombs. Fly in low over the Hrimfaxi and drop two loads of BDSPs on it.



The Hrimfaxi dives as soon as it is attacked, but you can instead focus on the supply sub left on the surface. Fire a pair of missiles into it to sink it.

The Hrimfaxi resurfaces and launches multiple burst missiles toward the Osean ground troops far away. It also deploys numerous UAVs. Ignore the UAVs and concentrate on the Hrimfaxi. Make two more bombing passes on it before it dives once again.

The second time it surfaces it launches ballistic missiles at the Wardog Squadron. You know the drill; climb to 5,000 feet and wait for the missile's blast to dissipate. Dive back down for another bombing run. Continue this tactic of climbing and diving until the Hrimfaxi is sunk.

Ranking Help

Looking for a way to increase your point tally and earn a higher rank? Take advantage of the large amount of time the Colonel has granted you for this mission and destroy the UAVs for a higher ranking. The submarines along the perimeter of the area disappear after you attack the Hrimfaxi.

Debriefing

The surprise attack on the Hrimfaxi was a success, and the carrier has sunk to the bottom of the Razgriz Straits. The threat from the northern sea has disappeared and the Osean forces are on the offensive against Yuktobania.

MISSION 14:

Ice Cage

1708hrs, 17 November 2010
Glubina

Intelligence Briefing

Our ground offensive is continuing its fast-paced push into Yuktobanian soil. A POW internment camp was discovered during the offensive, and a team of marines has attacked and captured the camp. The marines have secured the camp's radio room and a flight of helicopters is en route to retrieve the prisoners.

Your mission is to provide close air support for this rescue and retrieval operation. The radio room can be retaken by the enemy at any moment. If it is, the enemy will report the attack and this mission will end in failure. Find and shoot down all enemy aircraft in the local airspace, and secure air superiority across the entire area.

WARDOG SQUADRON RECOMMENDED FORMATION

Pilot	Position	Aircraft
Blaze	Lead	Anti-Air
Edge	Wing	Anti-Air
Chopper	Wing	Anti-Ground
Archer	Tail	Anti-Ground

CONFIGURATION OPTIONS

Squadron Configuration Available? YES

Overview

[DATA NO.]	[OPERATION]	[DATE]
14	BACKHAUL	2010/11/17
[TIME]	**[AREA]**	**[LOCATION]**
1000HRS	GLUBINA ---- ----	12°33'07"N 102°32'02"E

Known Enemy Forces

AIR	:000
GROUND	:000
NAVAL	:000
TARGET	:012
TOTAL	:012

Enemy Hardware

F-16 B60 (520 pts)

TND-F3 (480 pts)

SU-27 (480 pts)

Time Allowed

Part One: 12:00:00

Part Two: 20:00:00

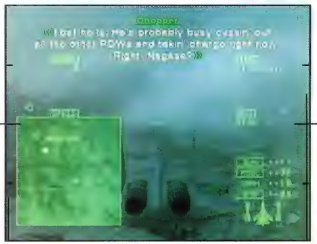
Mission Objectives

1. Find and destroy all targets (TGT) located throughout the map.

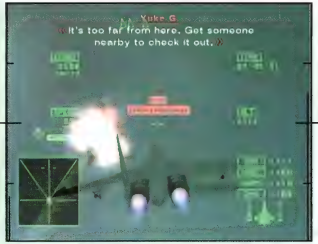
MISSION STRATEGY

Wardog Squadron is flying straight into a howling snowstorm, and visibility is virtually nil. Continue in a northwesterly direction; although you can't see them yet, the enemy is in that direction.

Expect to encounter enemy aircraft long before you reach the POW camp. Use missiles to shoot down the first pair of F-16 B60s that approach, and continue on toward the northwest while paying close attention to the radar map.

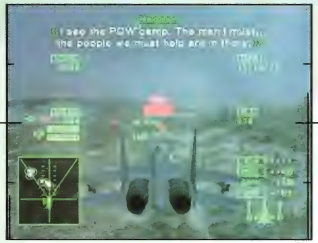


Two additional squads of enemy fighters appear on the radar map before long. Give the "Disperse" command and have your wingmen activate their special weapons. It's important that the enemy craft are deleted from the sky as quickly as possible—the marines on the ground are counting on you to make a speedy arrival.



Regroup and focus fire on the TND-F3s that approach from the north. Give the "Attack" command and fire three missiles into each of them to drop them into the snow below. Chopper soon deduces that there are five planes left to bring down. Switch to the SAAMS and go hunting from afar! Use the radar map to locate any stragglers and blast them out of the air.

Chopper gives the go-ahead for the marine rescue team to make their approach once the last of the enemy fighters has been destroyed. Fly back to the east and clear the enemy weapons installations from the ground around the POW camp to make it safe for the marine helicopters.



Drop to an altitude of 700 feet and fly a long, curving path over the area near the POW camp. Use a combination of machine gun fire and missiles to destroy all of the AA Guns and SAMs. You have 20 minutes to clear the landscape of the enemy artillery, but there is little chance of the marine choppers not getting picked off by then. Work fast and give the "Disperse" command to your wingmen to encourage their assistance.

Debriefing

The POW rescue operation was a success, and both the marines and our friends held in the camp were safely recovered. As for Captain Kei Nagase, who was attacked and bailed out during the operation, Colonel Perrault will issue orders on her behalf. Central Command will be replacing Captain Nagase's plane, which was lost in the crash.

None of the rescued POWs saw Bartlett in the internment camp. Now where could he be, I wonder? Upon more favorable weather conditions, we will carry out a rescue operation for Captain Nagase. That's right, you've all been promoted yet again. You guys are burning through the ranks, you know that? You can thank High Command for it.

MISSION 15:

White Noise

0958HRS, 18 November 2010

Glubina

Intelligence Briefing

Bring back Captain Nagase. Don't make us have to give her a posthumous two-rank promotion. We've succeeded in tracking down Captain Kei Nagase's distress beacon. We will now launch a combat search-and-rescue operation for the Captain. Captain Nagase is currently on the run from an enemy patrol. Although she's being pursued, her distress beacon is still broadcasting. This transmission is extremely weak, so we cannot confirm her location unless we get closer to the source of the signal. Follow the signal and find Captain Nagase's concealed location as quickly as possible. Once you find her, report her location to the Sea Goblin Helicopter Squadron. The helicopter search and rescue team is expected to face stiff opposition from enemy air and ground forces. After the helicopter team picks up Captain Nagase, provide air support for them as they airlift her out.

Overview

[DATA NO.]	[OPERATION]	[DATE]
15	STRAY SHEEP	2010/11/18
[TIME]	**[AREA]**	**[LOCATION]**
0530HRS	GLUBINA ---- ----	12°33'07"N 102°36'02"E

Known Enemy Forces

AIR	:005
GROUND	:000
NAVAL	:000
TARGET	:000
TOTAL	:005

Enemy Hardware

F/A-18E (480 pts)

E-767 (1000 pts)

CH-47 (300 pts)

MiG-31 (440 pts)

GND TGT (AA guns)

WARDOG SQUADRON RECOMMENDED FORMATION

Pilot	Position	Aircraft
Blaze	Lead	Anti-Air
Chopper	Wing	Anti-Air
Archer	Tail	Anti-Air

CONFIGURATION OPTIONS

Squadron Configuration Available?

YES

Time Allowed

Part 1: 7:00:00

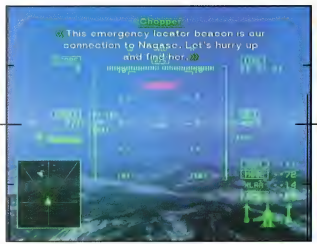
Part 2: 20:00:00

Mission Objectives

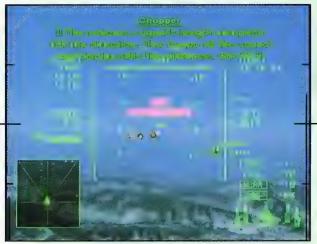
1. Locate Captain Nagase by homing in on her distress beacon.
2. Escort the Sea Goblin helicopter squadron to evacuate Captain Nagase safely.

MISSION STRATEGY

When you begin this mission, you'll notice a new element on your HUD. The homing beacon that Nagase is transmitting is displayed as a pair of blinking vertical lines at the top of your HUD. To track her down, you must keep the two bars filled and centered on the HUD. If you move far off course, the two bars will shrink. If you're lined up properly, they will touch in the center of the HUD and pulse more rapidly.



Zoom out your map and check the terrain—you'll see clusters of enemy ground-based AA guns displayed on the radar. Captain Nagase is either west-northwest of your position, roughly on bearing 300, or north-northwest on bearing 350. Fire up your afterburners and head straight for her. You have just about enough time to reach her if you hurry without stopping to deal with unnecessary targets.



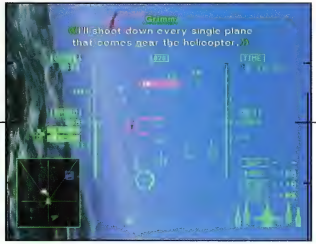
Several enemy craft attempt to intercept. An E-767 jammer will be in the area. Shoot it down in order to get a lock on other aircraft. You can take some of the heat off by issuing an Attack order and freeing Special Weapons for use. Don't get bogged down fighting enemy aircraft; your first priority is to locate Captain Nagase.

Once you reach the vicinity, circle around and keep an eye on the locator on your HUD. When you are close enough, Nagase pops up on your display as a target, and the Sea Goblin helicopter squadron is called in to retrieve her.

Stick to the Mission, Flyboy

Even though the mission timer resets to twenty minutes once the Sea Goblin arrives, you are still essentially time limited, as it takes only a few minutes for the evac helicopter to arrive at Nagase's location. On top of that, if Sea Goblin is shot down, you fail the mission. In other words, don't go goofing around trying to score extra kills—focus on finding Nagase quickly, then turn your attention to protecting the Sea Goblin.

Once you pinpoint her location and Sea Goblin arrives, zoom your map out and check the position of the Sea Goblin helicopter. You should see it incoming from the southeast. Fly toward it at full speed and assume escort duty. Don't get distracted by extraneous targets; your first priority here is assuring the safety of the Sea Goblin.



The Sea Goblin soon arrives at Captain Nagase's position and lands to pick her up. Continue providing air cover for the rescue operation. Once Nagase is picked up, your mission is considered completed, even if there are still enemy aircraft in the area.

Which Side of the Coin?

At the end of the mission, Chopper will ask you if you think 'that song' would be perfect for a time like this. If you answer Yes, you'll head into mission 16a. If you answer No, you'll arrive at mission 16b. As with the other two split missions (11 and 12), either version of 16 occurs in a similar area.

Debriefing

Our combat search-and-rescue of Captain Nagase was a success. We're having a physician check on her condition right now.

MISSION 16A:

Desert Arrow

1050HRS, 25 November 2010

Jilachi Desert

Intelligence Briefing

Well, this is it. Our ground forces will engage in a decisive battle with the enemy's main force in the Jilachi Desert. If our Army wins this showdown of military might, we'll be just a hair away from total victory. We've still got some work for you, too, so don't slack off now. This mission will be referred to as "Operation Desert Arrow." The operation will be spread across the entire northern part of the Jilachi Desert. Its final target is at two separate strategic positions: The field HQ in the northern region of the mission area, and the airfield in the western region. A bomber squadron will attack the field headquarters, while the Army 1st Tank Battalion will advance toward the airstrip.

Your mission this time is to protect both units from the defending enemy forces. This operation is spread out across the entirety of a wide command area. You'll be up against a large number of enemy forces, so choose your opponents carefully. Don't try to take on all of them. Destroying a certain number of enemy forces within your allotted time on station will be considered successful completion of the mission. Operation Desert Arrow commences today at 1050 hours.

Overview

[DATA NO.]	[OPERATION]	[DATE]
16A	DESERT ARROW	2010/11/25
[TIME]	**[AREA]**	**[LOCATION]**
0530HRS	JILACHI DESERT	09°13'59"N 094°34'08"E

Known Enemy Forces

AIR	:012
GROUND	:040
NAVAL	:000
TARGET	:000
TOTAL	:052

Enemy Hardware

- RAFALE M (640 pts)
- F-16 B60 (480 pts)
- TND-F3 (480 pts)
- AC-130 (508 pts)
- F-15E (600 pts)
- F-16XL (520 pts)
- VULCAN (800 pts)
- B-52 (800 pts)
- E-767 (1000 pts)
- KC-10 (1000 pts)
- GND TGT (Various Installations, AA Guns, Hangars, Storage Sheds)

Mission Objectives

1. Escort allied tank and bomber assault forces to the enemy airstrip and command HQ located in this region.
2. Destroy all targets of opportunity and insure the capture of the airstrip and the destruction of the HQ.
3. Destroy the enemy ECM and tanker planes providing support for the enemy air counterattack.

Time Allowed

Part 1: 15:00:00

Part 2: 15:00:00

WARDOG SQUADRON RECOMMENDED FORMATION

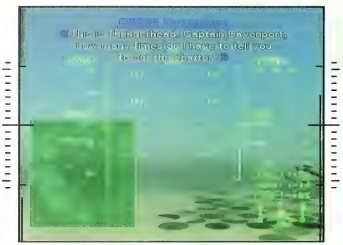
Pilot	Position	Aircraft
Blaze	Lead	Anti-Air
Edge	Wing	Anti-Air
Chopper	Wing	Anti-Air
Archer	Tail	Anti-Air

CONFIGURATION OPTIONS

Squadron Configuration Available? YES

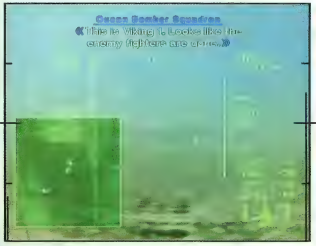
MISSION STRATEGY

You'll wish you could be in two places at the same time here—Wardog Squadron begins between the two forces you need to escort. The tank push is off to your west, and the bomber squadron is to the north.



You can't defend both primary escort targets perfectly, but you can try. Issue Disperse commands and unlock Special Weapons. As long as your entire squadron has decent anti-air special weapons, you should be able to take out incoming enemy fighters quickly enough to switch between the two escorts.

Zoom your radar all the way out and watch for incoming enemies. When you see white blips approaching either cluster of blue friendlies, make a beeline on full afterburners to clear them out. You can let either target take a bit of fire, but don't leave either one hanging for long.

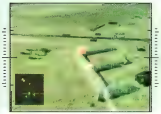


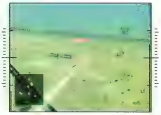
Continue covering both the tanks and the bombers as you approach your primary targets. Don't be shy with your own special weapons, but try to conserve a few for the end of the mission.

Split Personality

You may find it impossible to destroy all of the targets threatening both forces quickly enough to keep them clear—this isn't a serious problem. As long as you fly back and forth between your two friendly escorts, you'll disrupt the enemy attacks enough simply with your presence (and your wingmen shooting at them), that they won't be able to inflict as much damage to your friendly forces.

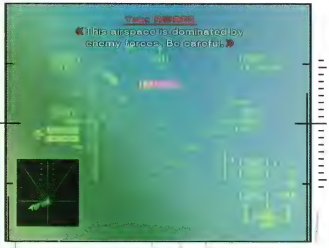
The trip across the desert sands takes a good ten minutes, but once you're in range of the primary targets, you can breathe a bit easier. The bomber squadron flies over the HQ and drops their payload. If you have extra missiles left over, you can participate in the destruction of the HQ to rack up some extra points. The ground is littered with various targets, most of which can be taken out in a single hit.



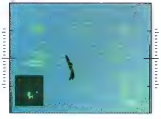


While the bombers are making their attack run, the tanks are simultaneously assaulting the airstrip. There are fewer targets in the area of the airstrip, but you can still make a pass to make sure the tanks are covered.

Once both primary targets have been nullified, your main mission is complete. However, the Yuktobanians don't take this offensive lightly, and they retaliate with an aerial counterattack. You must disrupt this attack by destroying their ECM coverage to expose their fighters.



Check your radar and fly straight for the mass of enemies near the center of the map. Gain a good amount of altitude, and cycle through targets until you get either an E-767 or an AC-10 lit up. Engage and destroy either type as quickly as possible.



Once all of the enemy tankers and ECM planes are destroyed, their air counterassault will stall, and your mission is completed. With the enemies defeated, you can make a landing at the airstrip you have secured. This landing is optional, but if you want the 1000-point bonus, make an attempt—it's an easy descent.

Debriefing

Operation Desert Arrow was a success. Yuktobania's field headquarters and the airfield both fell to our forces. The Ocean army is advancing quickly on all fronts, and enemy forces in the northern part of the Jilachi Desert are on the verge of being annihilated. The ground forces, fresh from securing the Jilachi area of operations, have set off for Cruik fortress in their quest to liberate Cinigrad. Our ground forces have scored a major victory. If we can destroy the fortress standing in our path, we'll open a road to the capital of Yuktobania. Then we'll storm the heart of the enemy!

MISSION 16B: Desert Blitz

1050HRS, 25 November 2010
Jilachi Desert

Intelligence Briefing

Our ground forces will engage in a decisive battle with the enemy's main force in the Jilachi Desert. It'll be an enormous battle. If our Army wins this showdown of military MIGht, we'll be just a hair away from total victory. You'll be responsible for neutralizing the enemy forces that are blocking our Army's advance on the left flank of the front lines. Ossa's relying on you, people. Don't let us down.

This mission will be referred to as "Operation Desert Blitz." Yuktobania has an airfield in the western region of the Jilachi Desert, and an oil facility protected by defense positions in the southern part of the desert. These two locations are the target of this operation. The 2nd Tank Battalion will handle the airstrip, while the 3rd Tank Battalion will capture the oil facility. Your mission is to cover both of the ground forces as they advance. This operation will unfold across the southern region of the Jilachi Desert, but we expect fierce enemy resistance within the entire area. It's been reported that several enemy tank platoons have taken up positions around the airstrip, one of your mission targets. You'll be up against a large number of enemy forces, so choose your opponents carefully. Don't try to take on all of them. Destroying a certain number of enemy forces within your allotted time on station will be considered successful completion of the mission. Operation Desert Blitz commences today at 1050 hours.

Overview

[DATA NO.]	[OPERATION]	[DATE]
16b	DESERT BLITZ	2010/11/25
[TIME]	[AREA]	[LOCATION]
0530HRS	JILACHI DESERT	08°17'36"N 093°27'59"E

Known Enemy Forces

AIR	:000
GROUND	:088
NAVAL	:001
TARGET	:000
TOTAL	:089

Enemy Hardware

F-15E (600 pts)

C-130 (800 pts)

AH-64 (300 pts)

C-98 (1000 pts)

Ships (Frigate, Battleship)

GND TGT (AA Guns, SAM Sites, Pillboxes, Oil Wells)

Mission Objectives

1. Escort both the 2nd and 3rd Tank Battalions to their mission objectives.
2. Destroy the enemy Battleship.

Time Allowed

Part 1: 15:00:00

Part 2: 5:00:00

WARDOG SQUADRON RECOMMENDED FORMATION

Pilot	Position	Aircraft
Blaze	Lead	Anti-Ground
Edge	Wing	Anti-Ground
Chopper	Wing	Anti-Ground
Archer	Tail	Anti-Ground

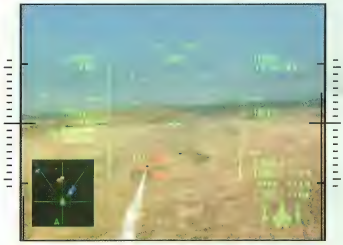
CONFIGURATION OPTIONS

Squadron Configuration Available? YES

MISSION STRATEGY

The two tank battalions you must protect are located to the west and the north. The northern (2nd) battalion is heading west toward the airstrip, and the western (3rd) toward the oil fields. Set your wingmen to Attack and free Special Weapons, and then fly north to the 2nd.

Both forces will be attacked by enemy troops, but you can't be in both places at once. Clear out all of the enemy targets near the 2nd, then turn and fly to cover the 3rd.

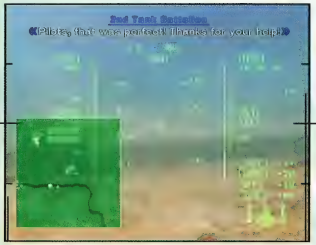


Ground Assault

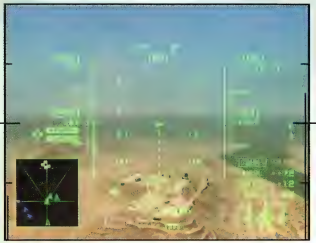
The vast majority of targets in this mission are ground based, so make good use of any ground special weapons you brought along for the ride. Remember that explosive ground weapons (generally the unguided type) can simultaneously destroy multiple ground targets with one shot. You can conserve a lot of ammo if you achieve even a 2-to-1 (targets to weapons used) kill rate.

Check your radar for enemy targets, and listen to your radio. When you see or hear enemy contact, immediately fly to the battalion that is under attack and destroy any nearby enemies.

As you wipe out the defensive forces, both attacking forces move closer to their targets. If you are forced to make a choice between defending your friendly forces, deal with enemies that are closest to your current position—either tank battalion can handle some enemy fire without folding quickly.

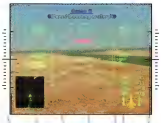


Once both forces have arrived near their targets, you can take the opportunity to score some extra points. Both the airfield and the oil fields are absolutely covered with extra targets of opportunity. Destroy these in strafing gun passes to conserve your missiles and special weapon ammunition.



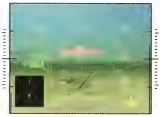
When both forces finally arrive at their destination, your AWACS Thunder provides an update on the enemy movements. Upstream to the west of the mission area, an enemy Battleship and Frigate are moving in to shell the attackers. Fly west toward it immediately.

When you get close, destroy the SAM sites and AA guns on the shores to either side of the river, and then knock out the escort frigate.



Once the area is clear, make a few attack runs on the battleship to destroy it. Using twin missile launches followed by a close strafing run with guns should knock out the ship.

Once the ship is down, your mission is complete, and you can prepare for a landing at the airfield. Skip the landing if you want to avoid it, or attempt it for a 1000-point bonus.



Debriefing

Operation Desert Blitz was a success. Yuktobania's airfield and oil facility were completely destroyed, thanks to the teamwork between the air and ground forces. The Ocean army is advancing quickly on all fronts, and enemy forces in the southern part of the Jilachi Desert are on the verge of being annihilated. The ground forces, fresh off securing the Jilachi area of operation, have set off for the Cruk Fortress in their quest to liberate Cinigrad. Our ground forces have scored a major victory. If we can destroy the fortress standing in our path, we'll open a road to the capital of Yuktobania. Then we'll storm the heart of the enemy!

MISSION 17:

Journey Home

1700HRS, 29 November 2010

November City

Intelligence Briefing

We're holding a peace ceremony at a stadium in November City. Our Vice President will be giving a speech to rally the citizens. Now...uh...you've been asked to do a fly-by above the ceremony. Don't screw this up! You should consider this an honor, and do your part to boost citizen morale! This is the Vice President we're dealing with here, so consider this a guard detail as well, and be prepared for anything out there.

Your mission this time takes place above November International Stadium—a gigantic, 70,000-seat arena located in the center of the city of November, on the southern coastline of Osea. Vice President Appelrouth is giving a speech there, and you will be conducting a fly-by above the stadium as part of the production. You can return to base at 1730 hours, the time the speech is scheduled to end. After the fly-by, remain in formation and conduct a combat air patrol in and around the stadium until that time. This is a ceremonial flight, but you will be fully armed in case of an emergency. Don't forget to patrol the airspace surrounding the stadium too.

Overview

[DATA NO.]	[OPERATION]	[DATE]
17	SUPERCIRCUS	2010/11/29
[TIME]	**[AREA]**	**[LOCATION]**
1030HRS	NOVEMBER CITY ---- ----	03°08'27"N 186°02'54"E

Known Enemy Forces

AIR	:000
GROUND	:000
NAVAL	:000
TARGET	:000
TOTAL	:000

Enemy Hardware

SU-27 (480+ pts)

MIG-31 (440 pts)

TYPHOON (315+ pts)

F-117A (640 pts)

Time Allowed

Part 1: 3:00:00

Part 2: 20:00:00

Part 3: 20:00:00

Part 4: 3:00:00

Mission Objectives

1. Perform a celebration fly-by over the November City stadium.
2. Destroy all hostile incoming craft and protect the stadium until reinforcements arrive.
3. Destroy incoming stealth fighter-bombers.
4. Survive three minutes until reinforcements arrive.

WARDOG SQUADRON RECOMMENDED FORMATION

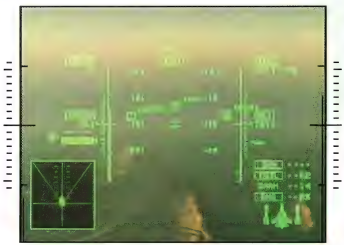
Pilot	Position	Aircraft
Blaze	Lead	Anti-Air
Edge	Wing	Anti-Air
Chopper	Wing	Anti-Air
Archer	Tail	Anti-Air

CONFIGURATION OPTIONS

Squadron Configuration Available?
YES

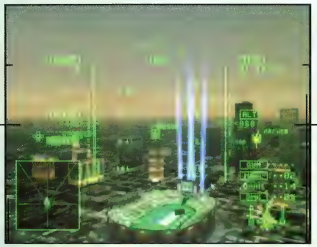
MISSION STRATEGY

The first part of your mission is a snap—stay in formation with Wardog Squadron as the tail of the diamond formation, and fly over the November International Stadium.



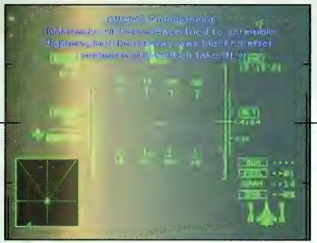
Keep eye on Edge, and use your yaw controls to stay lined up with her. Increase or decrease speed as she maneuvers, and try to stay lined up behind her. You'll start a fair distance from the stadium, so you'll have a bit of time to get comfortable staying behind her.

Once you get close to the city, Wardog Squadron drops down to make the pass over the stadium. Stay close to Nagase and simply fly over the stadium. Once this is complete, the squadron loops around for one more pass. Follow them around and back across the stadium a second time.



After your fly-by, the Vice President of Osea addresses the stadium audience. While he is giving his speech, enemy fighter craft are detected on radar. You must intercept and destroy these targets.

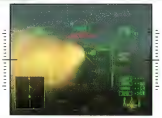
After the first targets are eliminated, your AWACS, Thunderhead, attempts to radio for reinforcements. Unfortunately, the nearest reinforcements are six minutes away. Issue an Attack command and make special weapons available.



The dogfight over November city is intense, and numerous enemy craft assault the city. Seek them out aggressively and destroy them before they can close with the stadium.

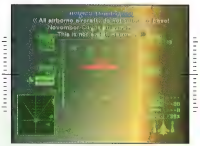
Survival of the Meekest

The sheer number of enemy fighter craft quickly depletes your special weapon stock, as well as your missiles if you aren't careful. Worry more about survival than kill rate. Focus on dodging enemy missiles, and take shots when they look to be a guaranteed kill. Your wingmen won't let you down, and if you have them on Disperse or Cover for the bulk of the aerial attack, they will slowly whittle down the enemy forces.

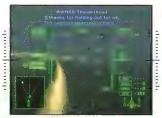


With 1:30:00 left on the countdown, someone from the 8492nd Squadron comes on the radio and tells the reinforcements that it was only a drill, ordering them back to base. Yes, this is the same 8492nd that showed up during the cargo escort mission, and the mission where a Yuktobanian college was bombed. ECM jamming is triggered by an unknown enemy, and Thunderhead scrambles to call in fresh reinforcements.

Right after the mess with the reinforcements, enemy stealth fighters are detected heading for the stadium. You must intercept and destroy these fighters before they can bomb the stadium.



Once the stealth fighters are destroyed, Chopper takes a hit on his plane, forcing him down. After Chopper makes an emergency landing, more enemy fighters attack. You must survive three more minutes until reinforcements finally arrive. When the timer elapses, the mission is complete.



Debriefing

Vice President Appelrouth escaped from the stadium in his personal vehicle. Despite the late arrival of reinforcements, civilian casualties were kept to a bare minimum. The Yuktobanian fighters' ingress route is currently under investigation.

MISSION 18: Fortress

1254HRS, 6 December 2010
Cruik Fortress

Intelligence Briefing

Before the Oasean ground forces can proceed into the Yuktobanian capital of Cinigrad, they'll have to deal with the Cruik Fortress directly in their path. The robust defense of this fortress has stalled the advance of our armies for the past five days. If this situation continues for much longer, it will give Yuktobania time to complete preparations for a counterattack. We need to take the fortress and enable our ground forces to reach the enemy capital as quickly as possible. To do this, we will launch an air attack on Cruik Fortress. Our last attack sortie fell prey to their anti-aircraft guns and air defense fighters. Deal a decisive blow to the fortress and its surrounding airpower, and support the ground forces as they penetrate the complex. Open the door to Cruik. The day of Cinigrad's liberation is near.

Overview

[DATA NO.]	[OPERATION]	[DATE]
18	DOODLEBUG	2010/12/06
[TIME]	[AREA]	[LOCATION]
0600HRS	CRUIK FORTRESS ----	22°06'16"N 086°32'48"E

Known Enemy Forces

AIR	:008
GROUND	:029
NAVAL	:000
TARGET	:000
TOTAL	:037

Time Allowed

20:00:00

Enemy Hardware

Various Ground Targets, Bunkers, Pillboxes

Mission Objectives

1. Provide close air support for the attacking Oasean forces until they penetrate and pass through Cruik Fortress.

WARDOG SQUADRON RECOMMENDED FORMATION

Pilot	Position	Aircraft
Blaze	Lead	Anti-Ground
Edge	Wing	Anti-Ground
Archer	Wing	Anti-Ground

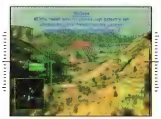
CONFIGURATION OPTIONS

Squadron Configuration Available?
YES

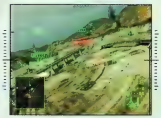
MISSION STRATEGY

The mission begins with a midair refueling. Unless you're in a real hurry, take the time to perform the refueling for the 1000-point bonus. Line up the diamonds on your HUD, hit the gas until you're close to the tanker, and then maintain your speed for a safe docking maneuver.

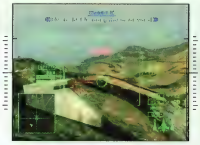
You'll find yourself in the mission area flying over the friendly ground forces below. They're proceeding up through a valley toward the Cruik fortress itself. On either side of the valley are enemy pillboxes and bunkers—these are your targets. Destroy them, and continue circling the ground forces as they advance.



Beware of the enemy air cover while you are supporting the ground forces. Command your wingmen to Cover if you acquire a bandit on your tail. The rest of the time, place them on Disperse or Attack with special weapons enabled to help take out the ground defenses.



Once the ground forces reach the front wall of the fortress, they ask if it is okay to proceed. Tell them it is, then make sure you perform an attack pass to clear out *all* nearby bunkers that are active, particularly the two that bracket the main gates to the fortress.

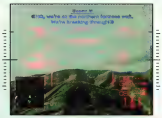


Once the ground forces are inside the fortress, you'll have to step up your coverage again. The inside of the fort is a killing grounds, with bunkers, pillboxes, and internal ground forces all enjoying line of sight on your friendly troops. Focus on the closest targets inside the fort, and then destroy the outer ring of bunkers on the hillsides. As you make circling passes, fire missiles at any target that presents itself.

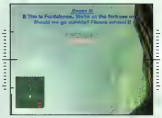
Close Air Support

Covering the ground troops while they are in the fortress can be tricky—there are a lot of obstructions inside the fortress that block missiles fired at enemy ground targets, and getting close enough to strafe targets with gun fire is difficult, due to the position of the fortress between two close mountain walls. Keep an eye on the angle of your attack when you come in for a pass; you don't want to waste missiles on targets that are behind an obstructing concrete wall. The area has enough targets that you're better off switching to an easier kill.

Your ground forces continue their push through to the opposite side of the fortress while you fly overhead. As they near the northern gate, suppress all the nearby bunkers, and wait for their request to leave the fort.



Once they reach the gate, they ask you if they should leave—tell them yes, and destroy the enemy ground forces that arrive to stop their escape.



Continue flying overhead and monitoring any bunkers that spring up. There is a particularly tough Control Tower guarding the northern exit. Hammer it repeatedly with any special weapons you have. Or if your supply is lacking, use guns and missiles. Once your army has successfully passed through the northern gate and entered the valley beyond, your mission is a success.

Debriefing

WARNING Special Mission Orders Follow

Mission 18+: 8492

1609 HRS, 6 December 2010

Vladimir Mountains

Intelligence Briefing

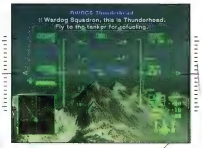
On your flight back from the Cruk Fortress, Wardog Squadron is intercepted by the 8492nd. Rendezvous with them and follow them home.

Time Allowed

20:00:00

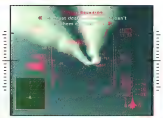
MISSION STRATEGY

Fly back toward the tanker to refuel for the trip home. As you fly toward the tanker, a friendly squadron (designation 8492) offers to escort you home.



This offer would be a lot more appealing if they didn't open fire on you! Break off and punch the afterburners. There is an entire hostile force in place of the tanker, and they are gunning for your blood. Order your wingmen to Cover, and head due east as fast as your plane can go.

Perform constant evasive maneuvers as you fly. There are too many enemies to fight, and you'll be under missile lock for virtually the entire flight out.



Check your radar and you'll see a white dotted line to the east. This is the line you must cross to escape their ambush. Once you pass the line, the mission is complete.

MISSION 19:

Final Option

0704HRS, 7 December 2010

Solo Island

Intelligence Briefing

The situation has taken a turn for the worse. Sand Island personnel now believe Wardog Squadron are Yuktobanian spies. You must escape with Pops in a set of training planes.

Overview

[DATA NO.]	[OPERATION]	[DATE]
19	???	2010/12/07
[TIME]	**[AREA]**	**[LOCATION]**
0704HRS	SOLO ISLAND ---- ----	??°??'??"N ??°??'??"E

WARDOG SQUADRON RECOMMENDED FORMATION

Pilot	Position	Aircraft
Blaze	Lead	Hawk
Edge	Wing	Hawk
Archer	Wing	Hawk

CONFIGURATION OPTIONS

Squadron Configuration Available?

NO

Known Enemy Forces

AIR	:004
GROUND	:000
NAVAL	:000
TARGET	:000
TOTAL	:004

Enemy Hardware

Enemy Interception Squadron

Mission Objectives

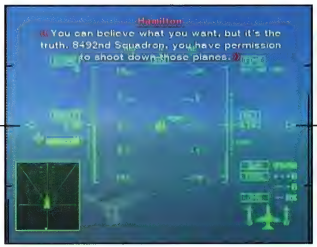
1. Follow Pops' plane carefully, evade the pursuing 8492nd squadron.

Time Allowed

Part I: 10:00:00

MISSION STRATEGY

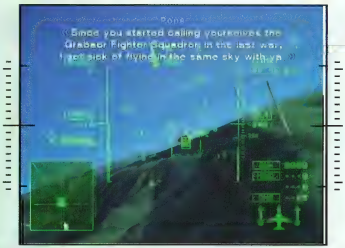
The situation has gone from bad to worse. After the ambush by the 8492nd on the previous mission, the force operating behind the scenes has convinced the base commander that you and your squad mates are Yuktobanian spies. Pops gets you out of the base in a set of four training planes, but now you have to evade your fully armed pursuers. Get behind Pops and follow him closely.



You must follow Pops for the entire mission—there is no combat, but if you lose sight of Pops, you will fail the mission.

Pops dives toward an island just up ahead. Follow him down, and stay glued to his tail. He frequently slows down or speeds up, so control your acceleration carefully.

Pops takes you down over and across the island, hugging the terrain, through a set of windmills, and over the treetops. Stay with him.


Pops
Since you started calling yourselves the Grabber Fighter Squadron in the last war, I got sick of flying in the same sky with ya

After five minutes of following Pops over and around the island, he pulls his next trick to evade your pursuers: you must follow him through a cave tunnel. Watch your speed and your flight direction *very* carefully. Use your yaw controls to make gentle adjustments to your flight path, and follow Pops through the tunnel.

Why Haven't I Been Shot Down?

The entire island emits an electromagnetic field. As long as you stay close to the ground and close to Pops, the 8492nd fighters that are trailing you will be unable to gain a lock. You *must* stay low though. Fly too high or get too far away from Pops and you'll fail the mission.

One more harrowing tunnel ride remains. This one is a bit longer so stay sharp. You must make more adjustments to your flight path in this tunnel, and there are manmade structures in your flight path. Carefully fly over them, and avoid the stacks of old junk that litter the tunnel floor.

When you reach the opposite side of the cave, you're in the clear, and your pursuers seem to have vanished.

Unfortunately, the Thunderhead AWACS picks you up, and Snowman picks up the chase on your tail. However, before he opens fire, he signals that you must bail out before he destroys your planes. Once all of Wardog squadron bails, you will as well, and the mission is complete.

Debriefing

Due to the destruction of your craft by Snowman, observed by the AWACS Thunderhead, Sand Island command now believes Wardog Squadron deceased. You and your men have been retrieved by Sea Goblin helicopters under the command of Captain Anderson of the Carrier Kestrel. All remaining missions will now be flown under the command of Anderson and Pops, frequently from the deck of the Kestrel.

MISSION 20:

Ancient Walls

1611HRS, 9 December 2010
November City

Intelligence Briefing

We're launching a rescue operation for the President of Osea within the principality of Belka. The communications ship Andromeda received information that President Harling is being held in Belka. The location is an old castle positioned on the southern edge of the border zone between Belka and North Osea. Sea Goblin, our helicopter squadron, will handle the direct rescue effort. After securing the area, a helicopter will descend on the castle and drop our infiltrating rescue squad. It will keep station in the air while the rescue is taking place on the ground and in the castle. Your mission is to provide support for the Sea Goblin's rescue operation and destroy any opposing enemy forces. Choose an aircraft for the mission from the Kestrel's carrier jets, and prepare to launch.

Overview

[DATA NO.]	[OPERATION]	[DATE]
20	KEYNOTE	2010/12/09
[TIME]	[AREA]	[LOCATION]
0500HRS	STIER CASTLE	27°01'18"N 230°12'02"E

Known Enemy Forces

AIR	:000
GROUND	:006
NAVAL	:000
TARGET	:000
TOTAL	:006

Enemy Hardware

SU-47 (760 pts)

YF-23A (740 pts)

Ships (Gunboats)

GND TGT (Tanks, AA Batteries, SAMs)

Time Allowed

20:00:00

Mission Objectives

1. Destroy the AA guns protecting the castle.
2. Provide air cover for Sea Goblin while it storms the castle.
3. Escort Sea Goblin while it evacuates the President.

WARDOG SQUADRON RECOMMENDED FORMATION

Pilot	Position	Aircraft
Blaze	Lead	Anti-Ground
Edge	Wing	Anti-Ground
Swordsman	Wing	Anti-Air
Archer	Tail	Anti-Air

CONFIGURATION OPTIONS

Squadron Configuration Available?
YES, RESTRICTED

MISSION STRATEGY

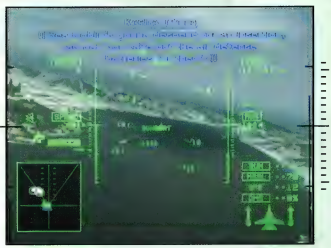
Limited Options

While you can configure your squadron for this mission, your aircraft selection is limited to the craft the Kestrel has on hand. Any F/A-18, F-14, or A-6 model craft are available, as well as the Rafael and the F-35. Your targets on this mission are primarily ground targets, but you will have to deal with some enemy fighters attacking both you and the Sea Goblin helicopters.

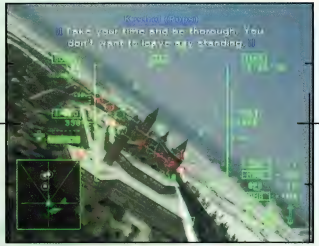
Your new home is the carrier Kestrel, and to begin your mission, you will be launching from the carrier deck. Take the chance to look around while you are raised on deck and locked in place on the catapult. When the ground crew has prepped you for takeoff, you can launch (or skip!) into the air.

Once you're up in the air with Wardog Squadron, check your radar to spot the castle up ahead, then kick in your afterburners and close the distance.

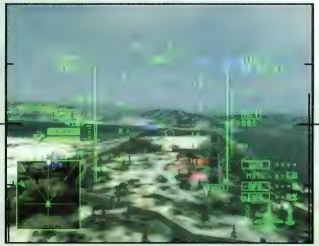
As you close with the target, you'll spot the AA guns mounted around the castle walls, and a gunboat patrolling the river near the castle. All of these can be taken out with single missile hits. Order your squad to Disperse (but don't unlock Special Weapons just yet), and set about destroying the defenses.



Make clean fly-bys over the castle to pick off the AA guns. You can destroy them with guns if you make a strafing pass, and it will give you a chance to see which guns are exposed to missile fire. Don't shoot at the guns behind the castle, or your missiles will harmlessly impact the stone walls.



Once the AA guns are destroyed, Sea Goblin lands and begins to storm the castle. An enemy ground unit is detected approaching the castle; you need to keep it away from your troops while they attempt to find and rescue the president. Make Special Weapons available to your wingmen, and check your radar to spot the incoming targets.



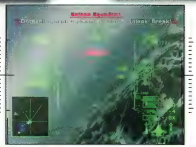
The bulk of the enemy forces arrive from the north of the castle, and then approach the front gates. Prioritize ground targets that reach the castle. Remember that tanks will take two missile hits, SAM batteries or AA trucks only one.

If you loaded anti-ground missiles, use them on the tanks. If you loaded anti-ground bombs, try to save them for the paired clusters of incoming enemy ground vehicles, and try to score two kills with one shot. Even if you run out of ground weapons (or you didn't take any), you'll be able to use your missiles to keep the castle cleared of enemy troops.

Some enemy planes show up during the ground assault—if you're focused on dealing with the ground troops, order your wingmen to Cover you while you continue your strafing runs. If the ground is mostly clear, you can break off and deal with the aerial threat yourself.

Tank Rush

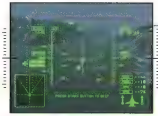
Enemy tanks occasionally pop up right inside the castle walls. Keep an eye on your radar and make a beeline for the castle if they show up. Destroy them, and then return to eliminating ground targets that are approaching the castle from the north.



Once the ground forces have located the President, they need to make an escape through the southern wall of the castle. You must shoot down this wall. To make a clean pass, fly south of the castle, line up to the north, and you'll see the new target on the wall of the castle. You can make a gun pass if you cut your speed and align yourself carefully. Unloading as you pass overhead will destroy the wall and get your men out.

The President is quickly loaded onto the helicopter, and you must protect it while it evacuates the area. Focus on any enemy fighter craft in the area. If your wingmen are still on Cover, order them to Attack or Disperse to deal with the enemy aircraft.

Once Sea Goblin has exited the area, your mission is complete. You return for a carrier landing on the Kestrel. You can skip it if you like, or attempt the landing for the 1000-point bonus.



Debriefing

Mission accomplished. President Harling was safely retrieved. The President is showing some signs of fatigue, but in general, his condition is good.

MISSION 21: Solitaire

0749HRS, 11 December 2010
Mt. Schirm, Belka

Intelligence Briefing

After deciphering the code we received earlier, we've learned that the mining facility in the forest area northwest of Belka is active. An early-warning radar network has been spread across the entire forest. To reduce the probability of enemy detection, a single aircraft will carry out this mission. Try to approach the target under complete electronic silence, evading radar and passive search techniques. Flying at low altitude is an effective method of delaying or denying enemy detection.

You will receive instructions on your recon target from the Command Information Center upon arriving in the mission area. The CIC will monitor you from a support camera. Concentrate on slipping through the enemy radar net first. Your plane in this mission will be completely stripped of weaponry. Instead, it will be equipped with the necessary visual reconnaissance equipment. There is a chance you may encounter the enemy, but your recon mission always takes top priority. Once you take the photos, egress from the target area and return through the enemy defenses as directed.

WARDOG SQUADRON RECOMMENDED FORMATION		
Pilot	Position	Aircraft
Blaze	Lead	High-Speed

CONFIGURATION OPTIONS

Squadron Configuration Available? YES

Overview

[DATA NO.]	[OPERATION]	[DATE]
21	SILVEREYE	2010/12/10
[TIME]	[AREA]	[LOCATION]
1830HRS	MT. SCHIRM	30°16'54"N 222°04'57"E

Known Enemy Forces	
AIR	:000
GROUND	:000
NAVAL	:000
TARGET	:003
TOTAL	:003

Enemy Hardware

Mission Objectives

1. Penetrate the enemy radar network and approach the mine.
2. Take aerial reconnaissance photos of the target area.

Time Allowed

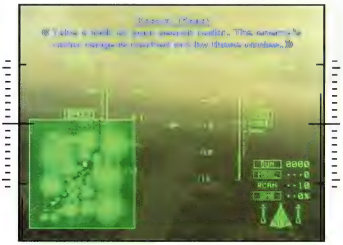
15:00:00

MISSION STRATEGY

Plane Selection

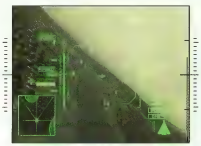
Your aircraft choice is unrestricted again this time, but as you will be flying alone and unarmed, only two factors should concern you: speed and maneuverability. Speed takes priority, so select the fastest plane you have in stock. Getting in and out quickly will make this mission much easier.

You begin the mission flying far to the southwest of the target area. Zoom your radar out for a look at the enemy radar net. Your best bet is to fly northeast, roughly following the path of the river toward the mine.

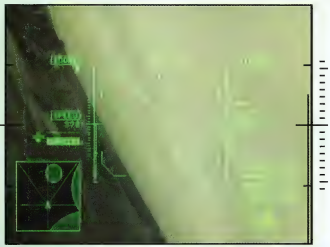


Punch the afterburners and dive to below 1000 feet, hugging the ground along the riverside. The enemy radar coverage is shown on your map in large green circles. If you touch any part of the radar net, your mission is a failure, so keep an eye on your position.

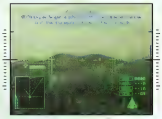
The lower you fly to the ground, the smaller the radar bubbles become. Hug the ground as much as possible, but be careful as you fly—glancing over at the radar to plot your course while rocketing across the terrain is a recipe for a crash.



Keep checking your radar as you fly along the river, you'll have to make adjustments to your course to avoid the thickest parts of the radar net. If you are approaching a radar bubble too quickly, hit the airbrakes and turn sharply to avoid it. Be careful to avoid climbing as you turn, if you are near a radar bubble, this could cause it to enlarge enough that it contacts your craft.



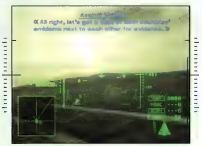
Once you have penetrated the radar network and reached the target area, Pops contacts you with your next objective. You must take a picture by 'firing' your secondary weapon. Your first target is a shot of the mine *and* the transport planes in the frame at the same time. To get this shot, come at the mine from the south, with the planes in your viewfinder at the same time, and then pull the trigger. If you miss the shot, just fly back around and try again. Remember that you have only 10 'shots' on your camera.



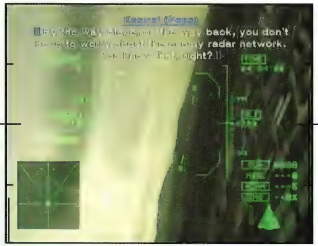
After you've grabbed the shot of the mine and the transport plane, Pops spots a Yuktobanian and Belkan plane on the runway. You need to get a shot of them together. Come at the airstrip from the east and line up *both* planes in the viewfinder, and then snap the shot.

Speedy Camera Work

Immediately after you take the shot of the mine entrance and the transport plane (even if you aren't sure you got the shot correctly), turn east, hit the afterburners, and loop around so that you are flying west over the airstrip, holding on your airbrakes. If the first shot was correct, you'll be perfectly lined up to get the two fighter craft in an easy shot.



Grabbing the shots of the fighters is good, but now you have to deal with the fighters, and you don't have any weapons! Fire up the afterburners and head due west. You can safely ignore the radar coverage—they know you are here!



As with mission 18+, all you need to do is cross the dotted white line to the west of the mission area, and you'll escape. Hold your afterburners for the whole trip, and perform evasive maneuvers if you pick up any incoming missiles on the way out.

Once you cross the line, your wingmen show up to escort you home, mission complete.

Arriving back at the Kestrel, you have the opportunity to land for a 1000-point bonus. Take the chance if you want the points, or just skip the landing.

Debriefing

The recon mission in the mining facility was a success. The images taken clearly show aircraft from the Yuktobanian aggressor squadron parked next to planes from the mysterious 892nd Squadron. We will continue to analyze the photographs you took.

MISSION 22: Closure

1312HRS, 12 December 2010
Mt. Schirm, Belka

Intelligence Briefing

Analysis of the surveillance photos taken on the previous mission revealed tactical nuclear weapons of the same type used by Belka in the war 15 years ago. These weapons, hidden in the mine, are about to be retrieved and deployed to the two aggressor squadrons in Osea and Yuktobania. The President has made his decision. Destroy the entrance to the mine before the next nuclear weapon is removed from the shaft and bury those weapons of evil inside for good.

This mission will be carried out with the usual four-ship formation. You'll need powerful and numerous weapons on target to destroy the rock face above the entrance.

RAZGRIZ SQUADRON RECOMMENDED FORMATION

Pilot	Position	Aircraft
Blaze	Lead	Anti-Ground
Edge	Wing	Anti-Ground
Swordsman	Wing	Anti-Ground
Archer	Tail	Anti-Ground

CONFIGURATION OPTIONS

Squadron Configuration Available?
YES

Overview

[DATA NO.]	[OPERATION]	[DATE]
22	DEEPSIX	2010/12/12
[TIME]	[AREA]	[LOCATION]
0000HRS	MT. SCHIRM	30°16'54"N 222°04'57"E

Known Enemy Forces

AIR	:004
GROUND	:040
NAVAL	:08
TARGET	:001
TOTAL	:053

Enemy Hardware

SU-47 (760 pts)

Ships (Gunboats)

GND TGTS (AA Guns, SAM Sites)

Time Allowed

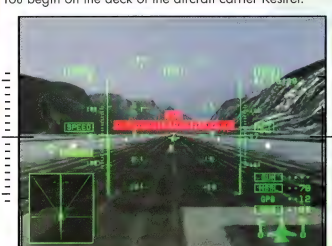
40:00:00

Mission Objectives

1. Destroy the rock face above the mineshaft to seal it.

MISSION STRATEGY

You begin on the deck of the aircraft carrier Kestrel.



Once you arrive at the mission area, pop your radar up and take a look. Numerous enemy ground targets have replaced the radar nets from the previous mission.

You have only one primary objective on this mission, so all of the enemies between you and the mine are bonus targets. Take them out if you want (or need) the points, but otherwise, fire up your afterburners and head directly for the mineshaft.

Once you have reached the vicinity of the mine, clear out the nearby airfield of hostile ground targets.

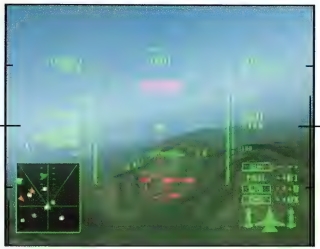
Bonus Points

The numerous ground targets available on this mission are purely extraneous; you don't need to destroy any of them to complete the mission. However, as your time limit is generous, and the primary target is quite easy to destroy, you may want to go target hunting for extra points. Just make sure you save enough weaponry to seal the mine entrance. You could make several passes on the mine to get it into the red, then go out and hunt, ensuring an easy mission completion when you return.

Issue a Disperse command to your wingmen and unlock Special Weapons to help clear out the area. Destroy any nearby enemy aircraft as well, to ensure a clear airspace.

Pops gives you the target for the rocky mountainside above the mine when you're in the area. Target it, and fly in to make a pass, unloading ground special weapons, missiles, and even guns on the target.

If you start to take heat while you are attacking the rock face, order your wingmen to Cover you while you continue to make attack passes. If there are no enemies on your tail, issue an Attack order and have them assist in the destruction of the mine entrance.



The mine cover can take a fair amount of hits, but continue to make attack runs and unload your weapons into the mountain. Once the mineshaft cover is blocked off, your mission is complete.

Debriefing

Mission accomplished. Thanks to that rock avalanche, the mine entrance is now sealed off, and the tactical nukes have been removed as a threat to the world. Intel has lost track of the nukes they already removed, but it is certain that the weapons sealed in the mineshaft will never be deployed.

MISSION 23:

Ghosts of Razgriz

1503HRS, 16 December 2010
Payavlenie Ravine

Intelligence Briefing

We've intercepted another mysterious radio transmission. This time it specifies a location within Yuktobania. It's probably...well, this is just a hunch on my part, but I bet that's where the nuclear weapon sent into Yuktobania is located. And there's another set of numbers. This time it's a radio frequency.

Your next mission is a reconnaissance flight above a canyon in the northern highlands of Yuktobania, the place described in the unidentified radio transmission. The highlands are completely covered by the Yuktobania air defense system, so the only safe place to fly is within the canyon itself. Fly down the canyon and reach the target area. Once you're there, set your radio channel to the directed frequency and begin gathering information. Local Yuktobanian forces may engage you, and depending on the contents of the transmission, you may also find yourself engaging in other combat as well. You are permitted to fight the enemy as necessary, but you must try to keep your altitude below the rim of the canyon.

Overview

[DATA NO.]	[OPERATION]	[DATE]
23	RIVERBED	2010/12/16
[TIME]	[AREA]	[LOCATION]
0847HRS	PAYAVLENIE RAVINE	29°09'16"N 095°08'45"E

Known Enemy Forces

AIR	:002
GROUND	:000
NAVAL	:000
TARGET	:025
TOTAL	:027

Enemy Hardware

CH-47 (300 pts)

AH-64 (300 pts)

SU-35 (1960 pts)

Ships (Gunboats)

Time Allowed

Part 1: 10:30:00

Part 2: 15:00:00

Mission Objectives

1. Contact the resistance forces located in the canyon.
2. Protect the resistance base from incoming enemy forces.
3. Defeat the Ofnir Squadron.

RAZGRIZ SQUADRON RECOMMENDED FORMATION

Pilot	Position	Aircraft
Blaze	Lead	Anti-Air
Edge	Wing	Anti-Air
Swordsman	Wing	Anti-Air
Archer	Tail	Anti-Air

CONFIGURATION OPTIONS

Squadron Configuration Available? YES

MISSION STRATEGY

Aircraft Selection

Any aircraft with an anti-air special weapon will work well for this mission, but if you have them available, QAAM-armed fighters are preferable.

You must be *extremely* careful with your flying on this mission. Flying above the canyon walls will get you shot down. You must also watch your position in the canyon. Few areas allow for 180 turns, so you'll only be able to change direction at some turns.

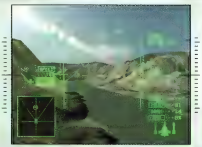
Fly straight ahead into the canyon, and order Razgriz squadron to Disperse. With the restricted area in the canyon, they'll have a hard time covering you or attacking specific targets.

As you approach the canyon, someone known as 'Alyosha' contacts you and provides you with a new mission briefing. They have the nuclear weapon in their hideout and are attempting to dismantle it, but you must protect them from the incoming enemy forces.

Fly through the canyons, and destroy any enemy AH-64 helicopters and Gunboats that are in your path.

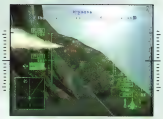
Weapon Conservation

Do *not* waste your special weapons on the first wave of enemy forces. Save all of your special weapons for the end of the mission.

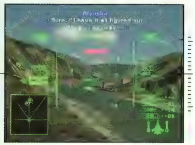


The enemy forces are scattered all throughout the canyon, and attempting to reverse course if you miss a target isn't safe. Keep flying straight, taking turns as you encounter them.

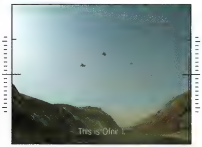
Watch your radar and your HUD for enemy forces in nearby canyons, and take turns accordingly. As you thin out the enemy forces, it becomes more apparent where the remaining targets are.



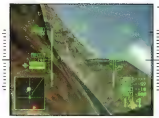
One major problem with fighting in the canyons: evading missiles is extremely difficult. If a missile is fired, speed up and attempt to get a canyon wall behind you by turning a corner, or at least hugging the terrain. The tight quarters hinder enemy fire as much as they do yours.



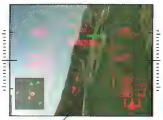
Once the last of the enemy forces are taken out, an enemy fighter wing approaches—the Ofnir squadron, the Yuktobanian equivalent of the 8492nd.



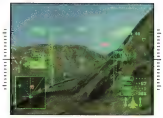
If you had been thanking your lucky stars there weren't any enemy fighters in the first push of enemy forces, you can curse them now. Combating the Ofnir Squadron in their SU-35s while staying below the canyon walls is extremely difficult. Attempt to make your way to the center of the canyon, where the resistance hideout is located. There is slightly more room to maneuver there.



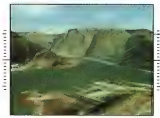
Order Special Weapons free on your wingmen, and activate your secondary weapons as well. Fly around the canyons repeatedly, and whenever the Ofnir cross your path, unleash a barrage of missiles and special weapons fire.



If you can get into the center area, you'll have enough room to continually bank in a circle. The Ofnir fighters are aggressive, and they come into the center to fight you. This gives you room to evade their missiles, and more importantly, room to line up clean shots with your weapons.



Destroy all four of the Ofnir fighters to complete the mission. Once the Ofnir are defeated, the remaining enemy forces withdraw, and the resistance forces depart in their submarine transport.



Debriefing

The information we obtained, as well as the physical damage we caused, dealt a significant blow to the enemy. Judging by our analysis of the information, there appears to be a highly organized resistance force acting against the Yuktobanian military regime. It is likely the resistance safely dismantled the nuclear weapon that Yuktobania acquired.

MISSION 24:

White Bird (Part II)

1309HRS, 19 December 2010
Ceres Ocean

Intelligence Briefing

The intelligence vessel Andromeda has picked up another encrypted transmission in Belkan. They have changed the code, so it took a little longer to decipher the message. The content is as follows: "N attack by A-Sat on Okchabursk to commence at 1400 hours." Apparently, efforts to secretly repair the sabotaged Arkbird are now complete. We confirmed this by observing its orbit from the ground. We believe that a Belkan nuke has already been loaded onto the Arkbird.

In order for the Arkbird to attack the city Okchabursk in Yuktobania at 1400 hours, it must make one major correction to its orbital trajectory. To do this, it must first drop into the upper atmosphere and use air friction to lower its speed. We have already calculated the time and location in which this maneuver will occur. Your mission is to destroy the Arkbird. You will have only one chance to stop it. Destroy it before it withdraws from the battle zone.

Overview

[DATA NO.]	[OPERATION]	[DATE]
24	GAME BIRD	2010/12/19
[TIME]	[AREA]	[LOCATION]
1006HRS	CERES OCEAN	21°18'36"N 158°16'33"E

Known Enemy Forces

AIR	:000
GROUND	:000
NAVAL	:000
TARGET	:001
TOTAL	:001

Enemy Hardware

Arkbird

'Ships' (UAVs)

Mission Objectives

1. Destroy the Arkbird.

Time Allowed

15:00:00

RAZGRIZ SQUADRON RECOMMENDED FORMATION

Pilot	Position	Aircraft
Blaze	Lead	Anti-Air
Edge	Wing	Anti-Air
Swordsman	Wing	Anti-Air
Archer	Tail	Anti-Air

CONFIGURATION OPTIONS

Squadron Configuration Available? YES

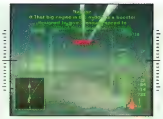
MISSION STRATEGY

This mission has no other targets and no other enemy forces. Your only consideration is the destruction of the Arkbird. Fire your afterburners and close toward the Arkbird as quickly as possible.

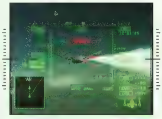
As you get closer to the Arkbird, the Osean astronaut onboard sabotages the Arkbird and bails out. His efforts have resulted in the Arkbird losing significant altitude. The Arkbird quickly drops into attack range, so close to inside 5,000 feet and open fire. Don't unload all of your weapons yet; just fire a missile.

As soon as the Arkbird takes a hit, the pilots inside respond immediately by deploying armed UAVs. Issue Disperse orders and unlock Special Weapons.

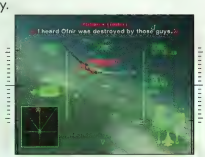
The only two targets exposed on the Arkbird for now are the UAV launchers, so trail off to destroy the UAVs, and then return to the Arkbird. It will deploy booster engines and a laser cannon from the rear and open fire.



Avoid the laser at all costs! If it contacts and sticks on your craft, you will be blown out of the sky instantly. Lock onto the laser cannon and open fire with your weapons.



Destroy the laser cannon, and the Arkbird deploys a pair of engines on either side. Lock onto these targets and destroy them quickly.



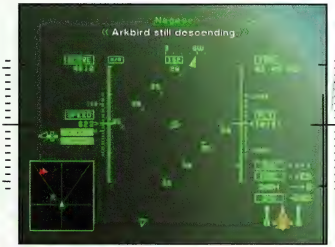
With the destruction of the booster rockets, the Arkbird changes course toward Osean territory and begins to lose altitude. Stay close on the Arkbird's tail, and you'll spot a miniature laser cannon open on the top, as well as a pair of SAM batteries.

Close Range Combat

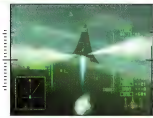
If you carefully control your speed, you can stay within gun range of the Arkbird, and inflict damage on any targets that pop up. Don't hesitate to veer off if you are threatened by the Arkbird's weaponry, but for the bulk of the mission, you can stay right on its tail.

Target the SAMs and destroy them, then wait for the Arkbird to deploy another pair of engines. Target both engines and destroy them.

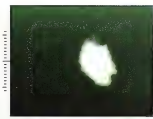
Resume your attacks on any remaining pieces of the Arkbird still intact on the top side. The Arkbird continues to lose altitude; follow it down to just above the ocean.



When the Arkbird is just above the surface of the ocean, it fires its last booster engine. Approach just behind the Arkbird, holding your airbrakes if necessary to maintain distance, and pound the engine from close range.



With the destruction of its final engine, the Arkbird crumbles and falls into the ocean, completing your mission.



Debriefing

We succeeded in halting the Arkbird's nuclear attack on the city of Okchabursk in Yuktobania. The Arkbird crashed into the middle of the Ceres Ocean after attempting to detonate the nuke above Osea. Miraculously, there were no ships near the area of the crash site. According to our investigation team, there is currently no evidence of radiation fallout in the area.

MISSION 25:

Heartbreak One

0705HRS, 23 December 2010
Pobeda Peninsula

Intelligence Briefing

Captain Bartlett has rescued Prime Minister Nikanor of Yuktobania. He plans to attack an airfield in northeast Yuktobania, steal an airplane, and then escape with the Prime Minister. First, go to the directed area and wait for contact from Captain Bartlett. He'll likely have you support him as he forces his way into the airfield. More mission details will be supplied to you upon arriving at the local airspace. Threat status in the area of operation is unclear, so prepare your flight for the possibility of threats from both the ground and the air.

Overview

[DATA NO.]	[OPERATION]	[DATE]
25	CROSSROAD	2010/12/22
[TIME]	[AREA]	[LOCATION]
2100HRS	POBEDA PENINSULA	23°08'13"N 113°02'00"E

RAZGRIZ SQUADRON RECOMMENDED FORMATION

Pilot	Position	Aircraft
Blaze	Lead	Anti-Ground
Edge	Wing	Anti-Ground
Swordsman	Wing	Anti-Air
Archer	Tail	Anti-Air

CONFIGURATION OPTIONS

Squadron Configuration Available?
YES

Known Enemy Forces

AIR	:000
GROUND	:045
NAVAL	:000
TARGET	:000
TOTAL	:045

Enemy Hardware

SU-32 (720 pts)

AH-64 (300 pts)

AC-130 (800 pts)

F-15 S/MTD (1500+ pts)

GND TGT (Pillboxes, Checkpoints, Radar Towers, Howitzers, Tanks)

Mission Objectives

1. Escort Captain Bartlett to the airfield.
2. Protect Captain Bartlett and the Yuktobanian Prime Minister as they escape from the airfield.

Time Allowed

Part 1: 20:00:00

Part 2: 20:00:00

MISSION STRATEGY

You arrive over the mission area and near Captain Bartlett. Fly over to him to receive an updated mission briefing on the area. You must escort the Captain to the airfield, where the Prime Minister will be evacuated.

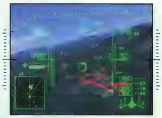
[BRIEFING]
AIRFIELD
According to Captain Bartlett's information, the resistance has already infiltrated the airfield and is currently awaiting his arrival.

Captain Bartlett and his ground convoy make their way along the roads to the airfield. There are three branches along the way, each one having a shorter route. However, the shorter routes have more enemy installations. Follow the Captain to the first branch in the road, and when he asks which way to go, tell him to take the shorter route.

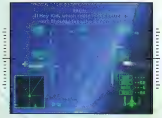
The Captain's convoy is stopped by the enemy blockade. Fly overhead and strafe the ground targets. Order your wingmen to Disperse and activate Special weapons. You specifically need to destroy the pillboxes that are firing on the ground convoy, but any hostile ground targets in the area can be taken out as well.

While the Captain is driving to the next enemy camp, take the opportunity to sweep the nearby area. You'll find enemy howitzers in the hills, and incoming AH-64 attack helicopters a bit farther out on your radar. Destroy all of them.

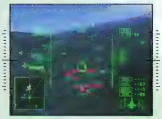
As the Captain draws near the next enemy checkpoint, fly back overhead and strafe the enemy targets to clear his route.



When the Captain reaches the next fork in the road, again tell him to take the shorter route. Check your radar to spot an incoming enemy plane, and break off to destroy it, then return to flying cover for the Captain.



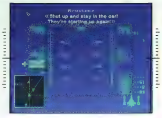
Captain Bartlett's convoy soon draws near another enemy checkpoint. Fly overhead and destroy it. Watch out for an enemy APC showing up on the road and chasing the convoy. If that occurs, destroy it as well.



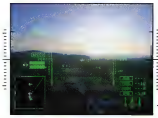
While the Captain drives to the next checkpoint, check the hills nearby for more howitzers. Destroy them, then return to the convoy and destroy the next checkpoint. Check your radar for an incoming AC-130 gunship, and take that out as well.

Patrolling Unfriendly Skies

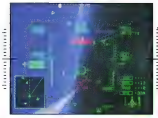
While the Captain's convoy is trundling along the ground, make sweeps of the nearby hills, and check your radar frequently for any enemy contacts. As long as the convoy isn't stopped at a checkpoint, you are free to fly out and engage incoming targets before they become a threat.



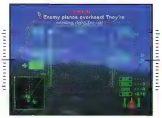
One more checkpoint to go. Destroy it and the Captain will be near the airfield. Once the Captain begins to make his run into the airfield, provide cover, and destroy the tanks on the airfield.



More incoming AH-64 helicopters threaten the convoy, so take them out as well. Then sweep over the airfield to make certain you've cleared it out.

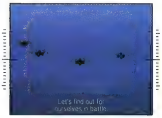


Captain Bartlett gets the Prime Minister stowed away on the evacuation craft, and begins to take off. Patrol the skies and destroy any incoming craft until they are off the ground.

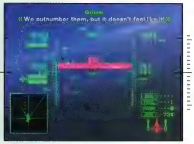


Once they are in the air, you detect an incoming enemy squadron—the 8492nd, now known as the Belkan Grabacr Squadron. As with the Ofnir, you must take out the entire enemy Squadron to complete this mission.

Order your Wingmen to Attack and engage the 8492nd. As long as you equipped two of your wingmen with anti-air special weapons, they should still have some ammunition left. If your own plane is low on missiles, fly evasively while your wingmen engage them. Once they are damaged, swoop in for a single missile kill.



When all four of the Grabacr Squadron are blasted out of the sky, your mission is complete.



Debriefing

The 8492nd Squadron...or, the Belkan Grabacr Squadron to be more exact, has been annihilated. Yuktobanian Prime Minister Nikanor is also safe. Mission accomplished.

MISSION 26:

Sea of Chaos

1744HRS, 29 December 2010

Ceres Ocean

Intelligence Briefing

The situation is critical. We must help provide stability as quickly as possible. The Kestrel CIC's IFF info will be directly connected to your HUD, so you'll be able to get an ID on your targets. Engage and render powerless all forces carrying out acts of aggression against the Kestrel and our new allied fleet.

RAZGRIZ SQUADRON RECOMMENDED FORMATION

Pilot	Position	Aircraft
Blaze	Lead	Anti-Ship
Edge	Wing	Anti-Ship
Swordsman	Wing	Anti-Ship
Archer	Tail	Anti-Air

CONFIGURATION OPTIONS

Squadron Configuration Available? YES

Time Allowed

20:00:00

Overview

[DATA NO.]	[OPERATION]	[DATE]
26	GLORY HORN	2010/12/29
[TIME]	[AREA]	[LOCATION]
1731HRS	CERES OCEAN	30°59'30"N 147°05'20"E

Known Enemy Forces

AIR	:000
GROUND	:000
NAVAL	:000
TARGET	:019
TOTAL	:019

Mission Objectives

1. Protect the defecting Yuktobanian ships.
2. Destroy all hostile ships and planes threatening the alliance fleet.

Enemy Hardware

TYPHOON (520 pts)

SU-27 (480 pts)

F/A-22 (760 pts)

F-35 (740 pts)

SU-32 (720 pts)

GND TGT (SAM and AA Guns on Ships)

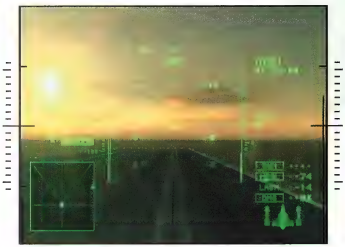
Ships (Frigates, Destroyers, Carriers)

MISSION STRATEGY

Craft Selection

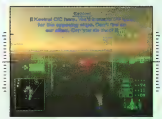
As with the earlier launch from the Kestrel, your selection of aircraft is limited to the F/A-18, F-14, A-6 lines, and the Rafael and F-35. If you can use it, the F-35 is excellent for this mission, but Rafael makes a good substitute.

You'll launch from the Carrier Kestrel to begin the mission.



Once you're airborne, immediately issue an Attack order to your wingmen and unlock Special Weapons. Just up ahead is the Yuktobanian fleet and the defecting ships you must protect. Switch to your anti-ship weaponry and make a beeline for the nearest enemy ship.

As soon as you are in range, launch your anti-ship missile, switch to a second target, and release a second missile. Keep cruising forward and pick out new targets while you wait for your missiles to reload.



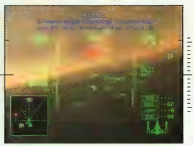
Continue targeting and launching your anti-ship missiles rapidly until your stock is depleted. If your missiles all hit, you should sink the vast majority of the Yuktobanian fleet almost immediately.

Anti-Ship Targeting

When launching your anti-ship missiles, make certain you have the ship targeted, and not any SAM or AA guns it may be mounting. Once you are out of anti-ship weaponry, you can take those out with regular missiles if necessary.

Check your radar for any threats to the defecting Yuke ships, and fly back to provide cover for them if they are threatened. Once the Yuke ships are on the clear, perform a mop-up on any remaining Yuke ships in the area.

When the Yuke fleet is taken out, you receive word that a hostile Osean fleet is approaching the alliance ships. Make your way back to the Kestrel and engage the hostile Osean ships.



Engage the ships that are closest to the allied fleet first. Make long, low approaches so you can fire two missiles, and then open up with guns as you cross over your targeted ship.

When the last of the Osean fleet is sunk, turn your attention to the enemy aircraft in the skies above. Your remaining missile stock and the help of your wingmen should be enough to clear out the enemy fighters.

When the last threat in the area is removed, your mission is a success, and you return to the Kestrel to land. As before, you can score a 1000-point bonus for landing, or skip it to land quickly and safely.

Debriefing

The chaos has subsided. All Yuktobanian ships in the area, as well as all hostile Osean forces, have been brought under control. A decision was made to quickly form a combined fleet of Yuktobanian and Osean ships, with the Kestrel as its flagship.

MISSION 27: Aces

2154HRS, 30 December 2010
Sudentor

Intelligence Briefing

We've decoded the disc that the "Major" brought back with her. It contained the blueprints for a "Mass Retaliation Weapon," code name "V2," a far more powerful weapon than the two tactical nukes that the Belkans used in the last war. It was never fully developed at the time, but it appears that they've secretly completed its construction in the 15 years since the war.

The V2 is a MIRV missile...it could wipe out half of all the large cities in either Osea or Yuktobania. So where would they deploy it? It had to be in the SOLG, which was also secretly completed and is now operational. After all, it was built to function as an orbital platform for such weapons in the first place. The SOLG itself is unmanned—we know it's controlled from the ground, but we didn't know where. Then, the intelligence vessel Andromeda tracked down the origin of "Schenzo's" transmissions to the Arkbird.

It's in the former Sotuh Belka, a state entrusted to Osean rule and now called North Osea. To be more precise, the transmissions originated from an experimental facility owned by Grunder Industries, the manufacturer of the weapons we use. The President of Grunder has sworn allegiance to Osea, but in truth, he was a secret member of the "Gray Men." Under the guise of their "experimental facility," they are actually digging a gigantic tunnel under the mountain range that runs along the border dividing North and South Belka. Their ultimate goal is to reunite the two Belkas. And in that tunnel...

*** ALERT ***

The Kestrel just took a missile hit! Enemy unknown. We can't identify it in time! Additional missile approaching! Razgriz, launch immediately and gain altitude to escape!

Overview

[DATA NO.]	[OPERATION]	[DATE]
27	WINTER STORM	2010/12/30
[TIME]	**[AREA]**	**[LOCATION]**
1400HRS	SUDENTOR ---- ----	24°08'59"N 234°07'59"E

Known Enemy Forces

AIR	:???
GROUND	:???
NAVAL	:???
TARGET	:???
TOTAL	:???

Enemy Hardware

F-2A (110 pts)

SU-37 (1000 pts)

TYPHOON (470 pts)

F/A-22 (760 pts)

SU-27 (480 pts)

SU-47 (710 pts)

GND TGT (Pillboxes, AA Guns, Control Towers)

Mission Objectives

1. Support the advancing ground push on the underground tunnel.
2. Enter the underground tunnel and destroy the transmission relay to the orbiting SOLG.
3. Escape the tunnel alive!

Time Allowed

Part 1: 20:00:00

Part 2: 20:00:00

RAZGRIZ SQUADRON RECOMMENDED FORMATION

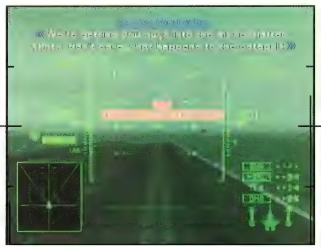
Pilot	Position	Aircraft
Blaze	Lead	Anti-Air
Edge	Wing	Anti-Air
Swordsman	Wing	Anti-Air
Archer	Tail	Anti-Air

CONFIGURATION OPTIONS

Squadron Configuration Available?
YES

MISSION STRATEGY

You must get off the sinking carrier Kestrel immediately. Launch from the carrier catapult and gain altitude to escape the sinking ship.



Once you are up in the air, Razgriz Squadron heads out to the Grunder Industries facility located in South Belka. Once you arrive, numerous Yuktobanian and Osean forces join up with you to participate in the assault. Your first objective is to support the ground push and the assault helicopters. Fly ahead of your friendly troops and begin destroying the ground targets.

Friendly Fighters

Your wingmen can't help you much on the second phase of this mission, so order them to use Special Weapons and Attack or Disperse immediately. You can be free with your special weapon usage as well; they won't help you later in the mission.

Destroy all of the enemy AA emplacements inside the city to allow the friendly Osean helicopter squadron to advance and land. You'll find them just past the pillboxes and tanks that are blocking the advancing ground troops.

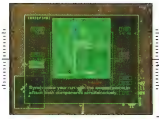
Once the AA is taken care of, you can patrol overhead a bit more safely. Escort the advancing ground troops by destroying all tanks in their path. When they get close to enemy Pillboxes, suppress them by strafing them with guns and missiles.

Allied Advance

You have a *lot* of support this mission. There are many friendly planes and ground troops supporting your push, so you can focus on your primary objectives—covering the ground assault and clearing the air for the helicopters to land and assault the facility.

When the helicopters arrive, they capture the roof of the control facility. Shortly after, an immense explosion can be seen in the distance. The SOLG is firing from orbit to prevent reinforcements from arriving. To stop it, you must get into the tunnel. When the Oseans ask if the control tower is taken, tell them yes, and they'll start the next phase of your mission.

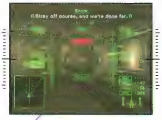
To destroy the linkup with the SOLG, the two control systems in the tunnels must be destroyed by two craft flying into the tunnels from opposite directions. You fly in one end, and an allied fighter flies in the other. Line up with the tunnel entrance at the edge of the facility and get ready for some narrow flying.



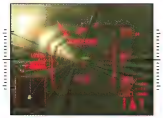
The shutter doors on the tunnel begin to open and you can fly in. Watch your speed, watch your position, and carefully, carefully fly into the tunnel.

Shutters open ahead of you, and you fly down an extremely tight space. Gently use yaw controls to adjust your position, and make very soft banking turns to control your position in the tunnel.

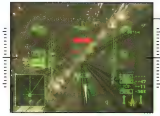
As you advance down the tunnel, you pass through open rooms that require you to shift to an adjacent tunnel. Use yaw controls to move most of the way over, then make gentle banking adjustments to line up for reentry to the tunnel.



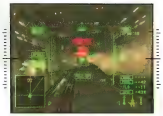
Partway into the tunnel, a hostile enemy fighter gets on your tail. There is absolutely nothing you can do about this, so just speed up and keep flying.



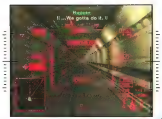
You soon draw near the SOLG control station. Acquire a lock on it, and keep flying down the tunnels. As you draw close, reduce your speed to an absolute minimum—you've got only one shot to destroy this.



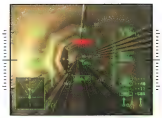
As soon as you enter the room with the SOLG control station, open fire with missiles, special weapons, and even guns to destroy it. It should take only two missile hits to destroy, but you want to make absolutely certain it goes down.



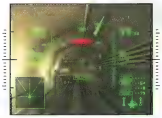
Once the terminal is destroyed, the shutter door to its right opens. Enter the tunnel beyond and speed up. The fighter on your tail is still there. The friendly fighter that came in on the opposite side passes you in this tunnel, so stay on the right side.



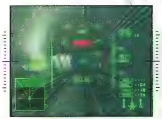
You must fly down this long, straight tunnel at full burn to avoid the bandit on your tail. Make very careful yaw adjustments to stay straight, and keep going until you reach the end of the tunnel.



Another wrinkle presents itself when you get through to the next open room—the fighters trailing your ally that came through the tunnel are now *ahead* of you. Arm your missiles, target them, and destroy them as they fly toward you.



There is even more junk in the tunnels on this side, and to make a terrible situation even worse, the shutter doors are now closing! Maintain a speed as high as you can safely control, tapping the throttle in bursts and using brakes when necessary to maneuver.



As you finally approach the end of the tunnel, one last wrinkle presents itself—a final shutter door is closing rapidly. Hug the ground tightly and hit those afterburners to get out!

Emerging in the sweet, sweet open sky after that harrowing passage should be reward enough, but you've also just completed the mission!

Debriefing

--Emergency transmission from Central.

STORM AND LIGHTNING CEASED

STAR CONFIRMED SILENCED

Mission 27+: Unsung War

0606HRS, 31 December 2010

Near Osean Capital of Ured

Emergency Intelligence Briefing

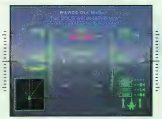
The SOLG's descent was detected by our radar at 0445 hours. We believe it was programmed to automatically descend if control was ever cut off from the surface. We have calculated the SOLG's course of descent from its previous orbit. Its estimated landing point is downtown Ured, the capital of Osea. Get to the SOLG's descent point as quickly as possible, and destroy it before it hits Ured. You must complete the mission and come back alive. Anything less is not acceptable. Rezgriz, we wish you the best of luck. Launch.

Time Allowed

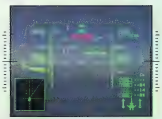
20:00:00

MISSION STRATEGY

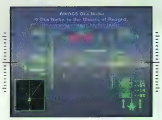
One final and critical mission awaits. You must stop the SOLG from destroying the Osean capital. You begin on a highway in Ured. Hit your afterburners and take off.



Once you're up in the air, you have five minutes before the SOLG is within attack range. Center the descent point on your HUD and fire your afterburners to begin closing.



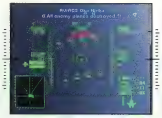
You have an uneventful flight ahead for about two minutes. Listen to your wingmen chatter while you fly to the descent point.



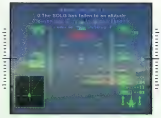
When you are about three minutes away, two incoming enemy squadrons are detected—the Ofnir *and* the Grabacr!

Order your wingmen to Attack and authorize the use of Special Weapons. Engage the enemy yourself with full force. Use all of your special weapons, and unload with missiles.

You don't have much time to destroy them, but utilize all of your weaponry, and both squadrons should be destroyed rapidly.



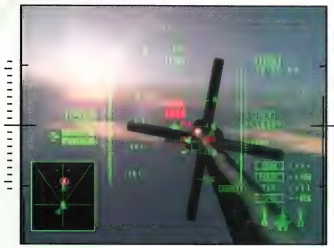
With the enemy ace squadrons destroyed, resume your flight toward the descent point.



When the timer finally hits zero, the SOLG emerges from the upper atmosphere and becomes a target. Get ***behind*** the SOLG quickly.

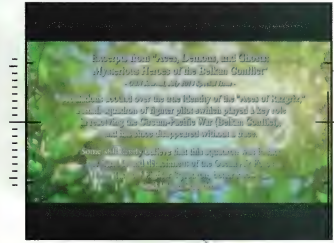
From behind the SOLG, you must destroy four core components. Lock on and unleash your weapons fire from behind.

As you blast the components off the SOLG, debris comes flying off from behind the SOLG. Maintain a safe distance within missile range and continue to hammer the SOLG.



When both control components on one side are destroyed, gently yaw to the opposite side and destroy the remaining two components.

When all four components are destroyed, the SOLG is done for, and Oured is saved. Mission complete, Razgriz Squadron. Well done. Sit back and enjoy the victory.



Wait, Wait!

Don't forget to save your game after the credits roll! You can keep all of your acquired statistics and goodies for a second play.

SECRETS AND BONUSES

Medals

As your flying career progresses, you will occasionally be awarded a medal for distinguished action. Some are based on major story events, while others are awarded for surpassing excellence in flight.

Guardian	This medal is awarded for shooting down 10 enemy aircraft with a missile lock on your wingmen.
Needle's Eye	This medal is awarded for earning the highest rating in all landing and refueling missions.
Grand Falcon	This medal is awarded for destroying all specially colored aircraft. (All NAMED aircraft destroyed)
Gold Anchor*	This medal is awarded for defending the Kestrel and its fleet. (Mission 03)
Lightning Hammer**	This medal is awarded for successfully providing close air support to the ground forces and keeping casualties to a minimum. (Mission 09)
Desert Eagle***	This medal is awarded for contributing to the ground operations and keeping casualties among friendly forces to a minimum. (Mission 16A or 16B)
Gold Ace	Gold: This medal is awarded for destroying 1000 enemy targets.
Silver Ace	Silver: This medal is awarded for destroying 500 enemy targets.
Bronze Ace	Bronze: This medal is awarded for destroying 200 enemy targets.
Gold Shooter	Gold: This medal is awarded for shooting down 50 enemy aircraft using only machine guns.
Silver Shooter	Silver: This medal is awarded for shooting down 15 enemy aircraft using only machine guns.
Bronze Shooter	Bronze: This medal is awarded for shooting down 5 enemy aircraft using only machine guns.
Gold Wing	Gold: This medal is awarded for completing all missions on EXPERT difficulty level and achieving Rank S on every mission.
Silver Wing	Silver: This medal is awarded for completing all missions on HARD difficulty level and achieving Rank S on every mission.
Bronze Wing	Bronze: This medal is awarded for completing all missions on NORMAL difficulty level and achieving Rank S on every mission.

* All four escort ships in addition to Kestrel must have survived at the end of the mission.

** All eight friendly armored vehicles must have survived at the end of the mission.

*** Mission 16A: At Mission Update, you must have at least 20000 points, and have kept the loss of friendly tanks/bombers to 3 or less.

*** Mission 16B: You must have at least 22000 points at the end of the mission.

Mission Rankings

Achieving a high rank in a mission during the campaign nets your squadron bonus points that can be used to purchase more aircraft. Consistently high scores will net you a decent amount of extra money by the end of the campaign.

Rank	Conditions	A	B	C	D
1	Points requirement (over XX points)	1,000	1,000	1,000	0
	Time requirement (under XX minutes)	40	45	50	60
	Bonus Earned	2,000	1,000	1,000	1,000
2	Points requirement (over XX points)	0	0	0	0
	Time requirement (under XX minutes)	0	0	60	90
	Bonus Earned	1,000	1,000	500	500
3	Points requirement (over XX points)	1,000	1,000	1,000	0
	Time requirement (under XX minutes)	40	45	50	60
	Bonus Earned	1,000	1,000	1,000	1,000
4	Points requirement (over XX points)	2,000	2,000	2,000	0
	Time requirement (under XX minutes)	40	50	60	90
	Bonus Earned	1,000	1,000	1,000	1,000
5	Points requirement (over XX points)	0	0	0	0
	Time requirement (under XX minutes)	0	0	30	60
	Bonus Earned	1,000	1,000	1,000	1,000
6	Points requirement (over XX points)	10,000	5,000	3,000	0
	Time requirement (under XX minutes)	40	50	60	90
	Bonus Earned	4,000	3,000	2,000	2,000
7	Points requirement (over XX points)	5,000	14,500	12,000	0
	Time requirement (under XX minutes)	40	50	60	90
	Bonus Earned	2,000	2,000	2,000	2,000
8	Points requirement (over XX points)	20,000	17,500	15,000	0
	Time requirement (under XX minutes)	40	50	60	90
	Bonus Earned	8,000	6,000	5,000	4,000
9	Points requirement (over XX points)	5,000	4,750	4,500	0
	Time requirement (under XX minutes)	30	40	50	70
	Bonus Earned	6,000	5,000	4,000	4,000
10	Points requirement (over XX points)	13,000	12,500	12,000	0
	Time requirement (under XX minutes)	40	50	60	90
	Bonus Earned	5,000	4,500	4,000	3,000
11	Points requirement (over XX points)	0	0	0	0
	Time requirement (under XX minutes)	0	0	30	60
	Bonus Earned	5,000	5,000	5,000	5,000
110	Points requirement (over XX points)	0	0	0	0
	Time requirement (under XX minutes)	30	40	50	60
	Bonus Earned	5000	4750	4500	3,000
12	Points requirement (over XX points)	15,000	14,500	14,000	0
	Time requirement (under XX minutes)	40	50	60	90
	Bonus Earned	5,000	4750	4500	3,000
13	Points requirement (over XX points)	0	0	0	0
	Time requirement (under XX minutes)	30	40	50	70
	Bonus Earned	6,000	5,000	4,000	4,000
14	Points requirement (over XX points)	0	0	0	0
	Time requirement (under XX minutes)	30	35	40	60
	Bonus Earned	8000	6000	5000	4000

Rank	Conditions	A	B	C	D
15	Points requirement (over XX points)	30,000	29,000	28,000	0
	Time requirement (under XX minutes)	40	50	60	90
	Bonus Earned	10,000	6,000	5,000	4,000
160	Points requirement (over XX points)	20,000	18,750	17,000	0
	Time requirement (under XX minutes)	40	45	60	90
	Bonus Earned	11,000	9,000	6,000	5,000
169	Points requirement (over XX points)	25,000	24,000	23,000	0
	Time requirement (under XX minutes)	40	50	60	90
	Bonus Earned	10,000	7,000	5,000	3,000
17	Points requirement (over XX points)	20,000	19,250	18,000	0
	Time requirement (under XX minutes)	40	50	60	90
	Bonus Earned	9,000	7,000	5,000	3,000
18	Points requirement (over XX points)	14,000	13,000	12,000	0
	Time requirement (under XX minutes)	40	50	60	90
	Bonus Earned	7,000	5,000	3,000	3,000
185	Points requirement (over XX points)	14,000	13,000	0	0
	Time requirement (under XX minutes)	40	50	60	90
	Bonus Earned	10,000	8,000	6,000	500
19	Points requirement (over XX points)	0	0	0	0
	Time requirement (under XX minutes)	40	50	60	90
	Bonus Earned	12,000	11,000	12,000	12,000
20	Points requirement (over XX points)	14,000	13,500	13,000	0
	Time requirement (under XX minutes)	40	50	60	90
	Bonus Earned	14,000	13,000	12,000	9,000
21	Points requirement (over XX points)	0	0	0	0
	Time requirement (under XX minutes)	0	0	60	90
	Bonus Earned	20,000	18,000	16,000	12,000
22	Points requirement (over XX points)	12,000	10,000	8,000	0
	Time requirement (under XX minutes)	40	50	60	90
	Bonus Earned	20,000	20,000	10,000	500
23	Points requirement (over XX points)	0	0	0	0
	Time requirement (under XX minutes)	30	40	50	70
	Bonus Earned	20,000	18,000	16,000	14,000
24	Points requirement (over XX points)	0	0	0	0
	Time requirement (under XX minutes)	0	0	60	90
	Bonus Earned	20,000	17,500	15,000	15000
25	Points requirement (over XX points)	0	0	0	0
	Time requirement (under XX minutes)	30	40	50	70
	Bonus Earned	16,000	14,000	12,000	10,000
26	Points requirement (over XX points)	0	0	0	0
	Time requirement (under XX minutes)	0	0	0	60
	Bonus Earned	10,000	9,000	8,750	8000
27	Points requirement (over XX points)	15,000	14,000	13,000	0
	Time requirement (under XX minutes)	40	50	60	90
	Bonus Earned	20000	15000	12500	10000

Unlockable Aircraft

Enemy colored planes are unlocked by shooting down the plane in a mission after completing the game once. The plane must first be owned by the player in order for the Enemy color to be unlocked.

Enemy Named planes appear after completing the game once. Shoot down the enemy Named plane and the SP color of the plane will be unlocked. The plane must first be owned by the player in order for the SP color to be unlocked.

Aircraft	Unlock	Price	Kill Rate	Advanced
F-5E	M01	8100	19800	F-20A
F20-A		11900	60800	X29-A
X29-A		17100	0	-
MIG21B	M03	7600	80000	MIG219
MIG219		19200	0	-
F-4E	M03	10500	12800	F-4G
F-4G		12500	47450	F-4X
F-4X		16900	0	-
A-6E	M04	11000	43200	EA-6B
EA-6B		15200	0	-
F-16C	M06	12000	65450	F16B60 F-16XL F-2A
F16B60		18100	0	-
F-16XL		18300	0	-
F-2A		19500	0	-
FA-18C	M06	13100	51800	FA-18E
FA-18E		16900	90200	EA-18G
EA-18G		21000	0	-
MIR2K	M07	12300	35000	MIR2KD
MIR2KD		14900	0	-
MIG29A	M07	11200	0	-
A-10A	M07	13800	85050	YA-10B
YA-10B		20000	0	-
F-14A	M09	14800	47450	F-14B
F-14B		16500	56250	F-14D
F-14D		17800	0	-
TNDGR1	M09	15000	56250	TNDGR4 TND-F3 TNDECR
TNDGR4		18700	0	-

Aircraft	Unlock	Price	Kill Rate	Advanced
TND-F3		16500	0	-
TNDECR		19000	0	-
MIG31	M09	14300	65450	MIG31M
MIG31M		18400	0	-
F-15C	M12A	16200	95450	F-15E F15SMT
F-15E		19900	0	-
F15SMT		22700	0	-
SU-27	M12B	16000	111800	SU-32 SU-35
SU-32		21500	0	-
SU-35		21200	123200	SU-37
SU-37		23700	0	-
F-117A	M15	20100	0	-
JAS39C	M15	17900	0	-
TYPHN	M16A	21500	0	-
RFL M	M16B	21200	46000	RFL B
RFL B		20800	0	-
F-35C	M16A	20500	0	-
YF-23A	M16B	22500	0	-
FA-22A	M17	24000	123200	FB-22
FB-22		24800	0	-
SU-47	M17	23100	129050	S-32
S-32		26200	0	-
MIG144	M25	20900	0	-
HAWK	SP NEW	5000	0	-
X-02 **		29700	0	-
FALKEN ***		826000	0	-

Kill Rate = Total points - Rank bonus

** The X-02 will appear after you've collected all available aircraft (except the FALKEN)

*** The FALKEN will appear in the hangar once you've collected all objects hidden in special warehouses. These warehouses are in Missions 12A, 12B, 16A, 16B, and 27.

12A: Follow the river North, go east at the fork (opposite of where mission targets are)[md]you must get close for it to show up on radar.

12B: Past four radar sites, near the smokestacks (NE)[md]you must destroy certain ground targets for it to show up on radar.

16A: Between field HQ and the airfield.

16B: West of the river, between the airfield and oil refinery (at south of river).

27A: Very close to the Gun Tower in front of the tunnel. Labeled HANGAR in container.

X-02 SP color unlocks after clearing HARD. FALKEN SP color unlocks after clearing EXPERT.

Named Aircraft

		Scenario	Location
Mission 01	Hawk	Destroy 2 squadrons of enemy reinforcements, and it will appear among the next squadron.	Same area as the third enemy squadron.
Mission 03	F-14D	Latter half of mission, after destroying all enemy planes OR all large ships OR all missile boats.	Behind player.
Mission 04	F-4G	After destroying 1 B-1B, and 1 F-4 in Sub-mission 1.	Behind player.
Mission 06	MIR 2000D	After destroying all F-20s in first part of mission.	In front of player.
Mission 10	EA-6B	At the same time as 8492nd Squadron civilian attack event.	Spawns at east end of map, then flies toward city in front of player's starting point.
Mission 15	X-29A	After destroying jammer aircrafts.	In front of player.
Mission 16A	MiG-31M	After Mission Update.	Near the TGT.
Mission 16B	EA-18G	After destroying 2 enemy planes above the battleships.	West edge, between the two rivers.
Mission 17	FB-22	After Chopper gets shot down.	Spawns at southeast of map, the flies to area above stadium.
Mission 18	E-2A	After destroying 7 JAS-39s.	North-northwest of fortress.
Mission 18+	TND ECR	When there are 2 enemy planes left.	Southeast of map
Mission 23	MiG-21-93	After shooting down 20 of the 25 TGTs.	The MiG 21-93 will appear near the starting point.
Mission 25	YA-10B	After Bartlett arrives at the airfield.	Above the POW camp near starting point.
Mission 26	Rafale B	After destroying all enemy planes OR all ships.	In front of player.
Mission 27	Su-37	After destroying the core.	Inside the tunnel.
Mission 27+	MiG-1.44	After destroying all of Grabacr and Ofnir planes more than 1 minute before the SOLG reaches attack range.	East end of map

Game Modes

SP NEW GAME
This will appear in the Main Menu after you've cleared all missions in Campaign Mode regardless of difficulty level.
Use this to restart Campaign Mode with all previous data intact.

FREE MISSION
This will appear in the Main Menu after you've cleared all missions in Campaign Mode regardless of difficulty level.
Use this to play any mission in Campaign Mode.

FREE FLIGHT
This will appear in the Main Menu after you've cleared all missions in Campaign Mode regardless of difficulty level.
Use this to play any mission without enemies

SCENE VIEWER
This will appear in the Gallery after you've cleared all missions in Campaign Mode regardless of difficulty level.
View any cinematic in Campaign Mode.

MUSIC PLAYER
This will appear in the Options Menu after you've cleared all missions in Campaign Mode regardless of difficulty level.
Listen to any background music played during Campaign Mode.

EXPERT and ACE difficulty level
This will appear in the difficulty level screen after you've cleared all missions in Campaign Mode with NORMAL or HARD difficulty level
Adds EXPERT to Campaign Mode difficulty level.

ACE MARK
A "special commemorative message" will appear and the save data icon will be a different color when you get an S ranking on all missions with the difficulty level set to Ace. Free Mission can be used to achieve this.

HUD (ON / OFF)
This will appear in the In-Game Options Menu after you've cleared all missions in Campaign Mode regardless of difficulty level.

Arcade

NEW FIGHTER
You will be able to use aircraft you own in Campaign Mode in Arcade Mode.
This will appear in the Aircraft Select Screen of the Arcade mode after you've cleared all mission routes.

MUSIC PLAYER
Music from Arcade Mode will be added to the Music Player in Campaign Mode.
Clear the final stage in Arcade Mode, regardless of mission route.

NEW COLOR
You can acquire the F/A-22A in Mobius 1 color. This will appear in the Aircraft Select Screen of the Arcade Mode after you've cleared the final stage, regardless of mission route.

BRADYGAMES®

TENTH ANNIVERSARY

BradyGAMES published its first strategy guide in November of 1993, and every year since then, we've made great efforts to give you the best guides possible. Now celebrating our 10th anniversary, we'd like to take this opportunity to say a few things and extend a special invitation to you—our readers.

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For now, we hope you enjoy this guide. Thanks again for choosing BradyGAMES.

ACE COMBAT™ 5
THE UNSUNG WAR

OFFICIAL STRATEGY GUIDE

By Doug Walsh and Phillip Marcus

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F-14A Tomcat

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AIRCRAFT SPECS

Capability	Rating
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Mobility	66
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Defense	59
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Air to Ground	26

PAYLOAD

Weapon	Capacity
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